Mark Gregory
Level & Combat Designer

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EXPERIENCE
Awe Interactive Ltd - *Quest Designer*
December 2024 - Present

Unannounced RPG - Xbox, PS5 & PC
Unannounced FPS - PC

Flix Interactive Ltd - *L2 Game Designer*
January 2021 - November 2024

Sea of Thieves - Xbox, PS5 & PC
UGW - Android
Sniper Elite 5 - PS, Xbox & PC
One Unannounced AAA Projects
One Cancelled AAA Project

- Level design implementation.
- Level scripting (blueprinting).
- Weapon & combat design/implementation.
- Game design documentation.
- World building documentation.
- Biome prototyping & design.

Freesphere Entertainment Ltd - *Freelance Game Designer*
May 2018 - January 2021

Necropolis Suite - PC
Tether - PC

- Narrative design for both projects..
- Game design documentation.
- Level scripting.
- Implemented level design.

Pulsetense Games - *Freelance Game Designer*
June 2013 - September 2016

De-Void - PC
Solarix - PC

- Game design documentation.
- Combat & weapon design.
- Level design documentation.
- Encounter design.
- Puzzle design.

OTHER ACCREDITATIONS
Cracker Jack Games - Puzzle & Narrative Design for *UnderEarth*
Ginger Biscuit Games - Narrative Design & Player Feedback Systems on *OAOA*
Frictional Games - Beta Tester for *SOMA*
White Paper Games Ltd - QA Testing on *The Occupation*

GAME DESIGN

- Game Design Principles
- Level Design & Blockout
- Combat & Weapons Design
- Game Design Documentation
- Design Pipelines & Process

SOFTWARE

- Unreal Engine 3/4/5
- Microsoft Office
- GIMP
- Blender
- Audacity
- Jira
- Trello
- Perforce (P4V)
- Plastic SCM
- Miro

ACHIEVEMENTS

- Speaker at *London is Unreal*
- Frequent speaker & guest lecturer in education at *Priestley College, Staffordshire Unit* and *Coleg Llandrillo*
- Tech Award 2019 Nominee for VR innovation in SAP