

JAMIE NEAL

TECHNICAL GAME DESIGNER

📍 Athens, Ohio

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PORTFOLIO

<https://jamieok200.wixsite.com/portfolio>

SKILLS AND COMPETENCIES

Engines and Software:

- Unreal Engine 4 and 5
- Unity
- Blender
- Visual Studio
- GIMP
- GitHub, Desktop, Fork

Gameplay Design:

- Gameplay Mechanics
- Quest Design
- Level Design
- Narrative Design

Technical Design:

- Visual Scripting
- Coding
- Tools/System Design

Miscellaneous:

- Narrative/Dialogue
- Creative Writing
- 3D Modelling
- 3D Animation
- Mentorship and Training
- Agile Development

ACHIEVEMENTS

- Credited on the successful adventure roleplaying game Minecraft Dungeons.
- 12 released games on Itch.io, developed as part of student projects and game jams.
<https://jamieneal.itch.io/>
- Attended online talks at various universities as an ambassador for Double Eleven's placement scheme.

SUMMARY

A collaborative and technical designer with over 7 years of experience creating quality games, tools and systems.

PROFESSIONAL EXPERIENCE

Double Eleven, Middlesbrough, United Kingdom

Independent studio, developing and publishing games for over 15 years.

Technical Designer

Apr 2023 - Aug 2024

Junior Technical Designer

Nov 2022 - Apr 2023

- Collaborated with a team of 200+ on a currently unreleased title.
- Spearheaded the design of a core gameplay system and development tool, delivering technical specifications and feature requests.
- Organised and hosted training sessions for other team members to learn the functionality of the above tools.
- Worked in a multi-disciplinary team focused on delivering high-quality narrative experiences.
- Prototyped a variety of gameplay mechanics using visual scripting and code (Blueprints, C++, Angelscript).
- Delivered high-quality documentation covering narrative design, gameplay features, and tooling.
- Iterated and improved gameplay using player feedback collected during user experience playtests.

Junior Gameplay Designer

Aug 2021 - Nov 2022

Placement Designer

Sep 2020 - Aug 2021

- Played a key role in creating downloadable content for Minecraft Dungeons.
- Contributed to the live service support of Minecraft Dungeons through seasonal updates.
- Led a small team of designers and artists in the creation of the Treetop Tangle level, which was highly received by the playerbase.
- Prototyped and pitched a new gameplay mechanic to stakeholders, which was approved and included in the final release of the Echoing Void DLC.
- Collaborated internationally with a partner company, attending biweekly stakeholder reviews.

EDUCATION

First Class Hons, BA Computer Games Design
Teesside University

Sep 2018 - Jan 2022
Middlesbrough, United Kingdom