J.P Jack Pullen

MASTERS GAME DESIGN GRADUATE

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ABOUT ME

Masters Computer Games Design graduate from the University of Staffordshire

Masters' games design graduate from Staffordshire University eager to get into the industry and further improve my design and production skills, e.g. overall design skills, technical proficiency etc.

SKILLS

Programs

- Unreal Engine 5
- Miro
- GitHub
- JIRA
- Notion

Design Skills

- Games Design
- Technical Design

Personal Skills

- Communication
- Problem Solving
- Determined
- Positive Attitude

EDUCATION

(MSc) Computer Games Design

University of Staffordshire

2024-2025 - Distinction

(BSc) Video Game Design and Production

University of Staffordshire

2021-2024 – 2:1

EXPERIENCE

Personal project – Video game, Unreal Engine 5

Let's Go Gambling! UE5 Casino project

Single-player casino simulator game as part of the Games Masters Project module, with a host of different playable prototypes both planned and in development:

- Five current prototypes with more planned: Blackjack, Horse Betting, Roulette, Slot Machine and Snooker
- Variety of different forms, blending top-down and first-person gameplay, physical cards, world-based widgets etc.

Group project – Video game, Unreal Engine 5

Doomveil

Top-down fantasy roguelike dungeon crawler

- Emphasis on light versus dark leaned into by the level design, featuring diegetic UI, range of enemy types etc.
- Variety of weapons both melee and ranged, all fully animated and visualised with attractive models and visual effects.
- Games Republic North 2025 nominee with the University of Staffordshire as part of the Professional Practice and Entrepreneurship module.

Creative AF Games – Prism – Game Designer

Game design role for Creative AF Games debut title "Prism"

- General game design, including player and enemy designs
- Emphasis on sprint-based working formats, and regular stand-up meetings, sharing progress and deciding next steps.