

SCOTT SIMPSON

Award-winning Game
Design & Production
graduate specialising in
Level Design

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SKILLS & SOFTWARE

- Unreal Engine
- Unity
- Adobe InDesign
- Adobe XD
- Presentations
- Greyboxing
- Basic 3D modelling (maya, blender)
- Visual Programming

ACHIEVEMENTS

- DARE Academy Finalist 2022 and Winner of the Unity Accessibility Award
- Epic Megajam 2021 Entry "Pageturner" finished in the top 5 most popular entries
- Moray Game Jam Winner 2016 & 2023, People's Choice 2023, and Runner up 2018 & 2019 - Board Game Category
- Exhibitor EGX 2022 & UKGE 2016

I have a passion for level design, especially environmental storytelling and intuitive level flow. I love creating interesting play spaces with unique shapes to incentivise exploration. I also enjoy both developing and playing board games. I believe these are key to understanding player psychology and are really valuable for learning first time user experiences. A board game needs to have its mechanics be clear and the onboarding needs to be perfect.

GAMES

SWBC DX (2022) - DARE Academy Finalist

A single player bullet-hell for mobile. Winner of the Unity Accessibility Award.

My role was designing enemies, levels and encounters. I designed unique mechanics for each level and developed bosses that synergised with those mechanics. I had to ensure levels followed an appropriate difficulty scale to make sure players felt they improved, and I added greyboxed dodge sections to break-up repetitive gameplay. I redesigned the tutorial to improve first time user experience, making it more usable and intuitive for players to jump straight into the game and understand mechanics.

Pageturner (2021) - Epic Megajam Entry

A single-player branching narrative where the page illustrations come to life.

My role was gameplay programmer and level design. The challenge for this project was designing compelling gameplay while keeping the size and orientation of the playfield the same. I achieved this by using narrative to aid the design of the levels, creating a believable journey, and developed appropriate roguelike buffs which benefit the player based on their choices. All gameplay was scripted in blueprints.

Hello You (2021) - Global Game Jam Entry

A single-player puzzle game where you align constellations to return to the stars.

I used premade assets to design a beautiful alien world and scripted cutscenes using cameras to show progression. I ensured each level the player completed added new elements to the world, building up the overall scene.

Over My Dead Body (2020) - SGDA Jamoween Game Jam

A single-player puzzle game where you use your dead bodies to escape a dungeon.

I used premade assets to create a dungeon level. Assets were used creatively to design a level with an interesting shape and unique architecture, used lighting to aid flow. I implemented secret areas and collectibles off the linear path to incentivise exploration and also designed all level puzzles.

The Box (2019) - Global Game Jam Entry

A series of minigames based on a boy's imagination surrounding a cardboard box.

I designed minigames which fit the theme of a cardboard box - each gamemode needed to play differently and had to be simple enough to fit the 48 timeline. I playtested and suggested iterations to improve user experience based on difficulty and had a large focus on documentation which was updated throughout the jam.

EDUCATION

BSc Game Design & Production

Abertay University (2019-2023)

HNC Computer Games Development

Dundee and Angus College (2016-2017)

HNC Computing

University of the Highlands and Islands Moray College (2014-2016)