ZAC THOMPSON
MA COMPUTER GAMES DESIGN

ACCOMPLISHMENTS

Subject Ambassador:

As subject ambassador, I was the primary representative in charge of student interaction and engagement for the Games Design pathway at Teesside University. Leading applicant experiences, conducting secondary-school introductions, and assisting the course leader with maintenance and feedback of the course, I was a valuable part of the team.

Games Design:

Over the past 5 years I have advanced greatly in my pursuit of Games Design, creating various prototypes, projects, and relative documentations within the field, both inside and outside of education. I have a great passion for creating video games, in both the technical and artistic sense, though my primary focus consists of level and narrative design

Integrating:

In 2024, I began work at Integrating, a charity organisation with the goal of creating and maintaining a safe and inclusive environment for those with physical and learning challenges. Within this charity, I run a gaming activity, providing a safe and secure environment for my group to enjoy an activity with their peers.

INTERESTS

- Video games
  - Worldbuilding
  - Role-Playing Games
  - Community Engagement
- Game Development
  - Level and narrative design specialist
  - Unreal Engine
- Science-Fiction medias

CONTACT DETAILS

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References available on request

PROFESSIONAL SUMMARY

With a passion for games design, I have strived to become knowledgeable on the development process through academic courses, hands-on experience and personal enquiry. I am driven by a passion for games development, producing dozens of games design documents, prototypes and full-scale projects, as well as being an active engager in the games industry community.

TECHNICAL BACKGROUND

Teesside University - Computer Games Design (BA) - (Sept 2020 - May 2023) 1st Class (Hons)
  Year 1 - Passed with grades averaging at a 1st:
- Learned the fundamentals of Unreal Engine
- Gained further understanding of the principals of game design
- Established base knowledge of asset creation
- Developed skills in project management
  Year 2 - Passed with grades averaging at a 2:1:
- Furthered ability to work effectively in an industry standard team
- Began developing personal skills within specified disciplines
- Built a portfolio which helped my land various industry interviews
  Year 3 - Passed with grades averaging at a 1st:
- Team-working without a project brief
- Advancement in personal discipline development
- Developing skills in previously lacking areas
- Large scale solo project

Teesside University - Computer Games Design(MA) - (Sept 2023 - Aug 2024) Distinction
- Technical project creation adhering to industry standard practices
- Further advancement of academic subjects
- Project management and QA testing experience
- Masters Thesis on The Implementation of Narrative and Level Design Techniques to Guide the Player in a Non-Linear Exploration Game
- "Game feel" and player feedback-centric iteration on design

Lab Sessions Studios (Aug 2024 - Present)
- Lead level designer and key member of a team
- Deliver bi-weekly meetings at the start and end of each week
- Support gameplay design and facilitate core gameplay

Technical skills:
- Unreal Engine software
- Understanding of game design documentation
- Proficiency in MS Office software
- Level and narrative academic and practical application

Non-technical skills:
- Excellent verbal and written communication
- Ability to work in a team environment
- Situational adaptability
- Time management and organisational skills
- Practical and academic research