

## INDUSTRY EXPERIENCE

### Lively Studio (Electric Square Leamington)

**Junior Designer** (Oct 2022 - Aug 2024)

Contributed across all phases of game development during my time from prototyping to soft-launch and live ops

- Worked on multiple mobile titles exercising and developing skills in Systems Design, Level Design, Puzzle Design, Combat Design, and Economy Design
- Wrote and updated design documentation for gameplay mechanics and abilities for both player and enemy characters
- Worked closely with cross-functional teams and departments to iterate and implement gameplay features while helping to maintain the vision for the project

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## INDUSTRY PROJECTS

**Mystery Gang (Unreleased)** - Team auto-battler for mobile, starring a rag-tag ensemble of high-school cliques facing off against supernatural forces.

- Documented + implemented gameplay abilities for several player characters and enemies
- Created + balanced new mechanics to further enhance the gameplay loop

**Waffle (Soft Launch)** - Cute mobile reimagining of the hit web puzzle game of the same name.

- Designed + implemented multiple puzzles across 100+ levels
- Balancing level difficulty using live data from players' results

## SKILLS

Game Design Level Design C#

Unity 2D/3D Unreal Engine Blueprints

Favro Jira Version Control

Microsoft Office Adobe Suite

## EDUCATION

### BA Game Development: Design (1st)

Falmouth University

(September 2019 - May 2022)

- Practice in agile and scrum methodology
- Communication and collaboration with other members in team projects
- Planning and documenting game projects

## ACHIEVEMENTS

### Industry Vote for Game of the Year

#### Dr.Bounce (GA EXPO 2022)

Votes from *Playstation London*, *Mediatonic*, *Rocksteady*, *Splash Damage* developers

### "What Was That?" - Best Game Design

#### Dr.Bounce (GA EXPO 2022)

Staff choice award for best mechanics and overall design

### 'Culinary Coalition' at G7 Summit

Our game was presented at the Cornwall House during the G7 Summit in June of 2021.



## PROJECT EXPERIENCE

### Culinary Coalition

Top-down Bullet Hell (Sep 2020 - June 2021)

#### Game/Level Designer

- **Documenting and updating mechanics** in the GDD
- **Documenting the level layout** intentions and **designing the level blockout**
- Making systems **tutorials digestible through UI & UX design** (eg. loading screen tips)
- **Balancing core mechanics** and level difficulty (Bullet patterns, ingredient spawns + combinations)
- **Cooperated with audio and art specialisms** to enhance the experience through audio game feel and level art respectively

### Dr. Bounce

Singleplayer FPS (Sep 2021 - May 2022)

#### Game/Level Designer

- Collaborating in the creation and **documentation of game mechanics**
- **Documented level designs** and **designed blockouts** for playable levels (Level 2, Level 3)
- **Balancing mechanics** (magnet range, enemy speed/range)
- **Making systems tutorials** digestible through UI & UX design (eg. in-level whiteboard tips)
- Improving game feel through implementation of feedback in scripts and events (Gun PFX, enemy PFX/animation)
- **Cooperated with audio and art specialisms** to enhance the game feel and level design

## REFERENCES

References available on request

## MORE PROJECTS

### Shout Rallies (3 People)

A mobile prototype made over the summer. A digital game of bogies where friends compete over the phone with the loudest voice.

### Bone Rush (11 People)

A first person crypt crawler made in first year uni. Traverse through a dungeon to level up and defeat the boss at any time. The longer you take the stronger the boss gets too.

### Rolling Sun (Solo)

A prototype for a marble-like physics platformer. You play as a stag beetle, tasked with the job speedily of rolling a sun to its peak before morning.

### Rough Diamond (Solo)

Top Down pinball-like arcade game where the player must deflect projectiles back to sender to rack up points - while making sure they don't hit themselves and create their own bullet hell!

## OTHER LINKS



<https://github.com/nayoladn>



<https://pecanrockin.itch.io>



<https://www.nayoladipo.com>



[linkedin.com/in/nathan-oladipo](https://www.linkedin.com/in/nathan-oladipo)



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