Thomas Whitelegg
Gameplay & Systems Designer

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📍 **Stoke-On-Trent, Staffordshire, UK**

Personal Summary

With a love for both the Academic & Practical sides of game design, I am a very driven Candidate who prioritises clear and effective communication within a team to create engaging experiences. I have worked on Fairgrounds across the country which has given me a unique perspective on how to construct systems and game loops that both challenge and motivate players.

Contact Me

Portfolio:

https://whiteleggthomas.wixsite.com/whitelegg-gamedesign

LinkedIn:

https://www.linkedin.com/in/whitelegg-game-design

Email: whitelegg.thomas@gmail.com

Education

BSc Computer Games Design – First Class Honours

Staffordshire University

SEPT 2021 – MAY 2024

Staffordshire University has one of the highest accredited games degrees in the UK, it motivated me pursue my passion in Systems Design. Staffs taught me the importance of working towards deadlines & developing through iteration. Some modules taught are:

- Final Games Development Project – **99%**
- Prototyping For Technical Designers – **97%**
- 3D Games Design & Development – **93%**
- Game Interface Design & Implementation – **84%**
- Emergent Games Technologies – **95%**

Media: Creative Digital Technologies

Barton Peveril Sixth Form College

SEPT 2019 – MAY 2021

Barton Peveril was my introduction to media production and was the course that set me down the path towards Game Development & Virtual Production.

Skills

Systems Design

Analysing Game Data for Balancing.

Building System Simulations.

Crafting Impactful Feedback Loops.

Implementing APIs into Games.

Processing problems with Abstraction.

Gameplay Design

Writing Design Documentation.

Designing to Engage & Immerse Players.

Considering Game Feel & Feedback.

Iterating for Natural 3 C's Design.

UX Laws for Intuitive Gameplay.

Technical Design

Implementing Systems from Algorithms.

Working with Classes & Objects.

Quickly Prototyping new Mechanics.

Developing Engine Tools for Designers.

Software Skills

Unreal Engine 4 & 5.

Machinations & Draw.io.

Excel & Google Sheets.

Whimsical & Photoshop.

Microsoft Word & Photoshop.

Confluence & Jira.

Personal Skills

Keen Understanding of Player Psychology.

Strong Leadership & Interpersonal Skills.

Enthusiastic to continue Learning & Growing as a Game Designer!

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Experience

Catacomb Catastrophe – Systems & Technical Designer

Prototyping for Technical Designers Module - Solo

- A **turn-based fantasy RPG** with modern cinematics.
- Created a **goal-oriented AI** that assigned weights to actions based on the situation.
- Simulated enemy actions & player levelling using **Machinations**.
- Iterated on formulae for levelling & statistic increases to create a **positive feedback loop** for battling.
- Implemented **data tables** & **Object-Oriented programming** to create abilities & items.

FrightBeat – Gameplay & Systems Designer

Final Games Development Project - Solo

- A horror game that reacts to **Player's heart rate** using the Pulsoid API.
- Learned to **implement APIs** and heart rate data in games to collect/manage data.
- Developed an **engine tool** to help assist with balancing & mapping the heart rate data.
- Researched **horror design techniques** to build tension & successfully pay it off.
- Created **intuitive sound blueprints** which sync to the heart rate's BPM using a Quartz Clock.

Slap It Together – Internal QA Tester

Head Tilt Games

- A **Multiplayer** Horde Fighting Game
- Reviewed and approved the **GitHub push requests** from Technical Designers.
- Wrote **bug reports** which covered bug severity, replication & possible causes.
- Managed some **team testing sessions** to identify both Solo & Multiplayer Bugs.

Hordible – Lead Designer & Producer

Collaborative Module Games Jam 2023 – We Tried Games

- Won **"Best Pick-Up & Play Experience"** & **"Game Of The Year"** for the collab awards 2023.
- Organised the design department & design document, I focused on the **3 C's design**.
- Conducted the **public QA testing session** & analysed collected data & feedback in **Excel**.
- Managed tasks & sprints on **Jira**, while also holding **weekly sprint** retrospectives.

Interests

Urban Exploring & Hiking

Playing Pool

Reading Non-Fiction

Cooking