

Ross Fifield

Games Designer

Contact

Address:

Flat 12, Neon
Kettlestring Lane, York
YO30 4XF

Twitter:

[@RossFifield](#)

Email:

rossfifield@yahoo.co.uk

Website:

www.rossfifield.com

Highlights

- Project management
- Agile/Scrum management
- Speculative Design
- User-Centred Design
- Concept and Prototyping
- Gameplay and Mechanics

Software

- Unity
- Unreal Engine 4
- Github/Repository management
- Photoshop
- Premiere Pro
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- C# Scripting

Personal Information

I maintain an active interest in many genres of game and when I'm not spending my weekends on personal projects, reading or playing airsoft, I often spend my bank holidays LARPing at one of the UK's longest running festivals.

Summary

I am a generalist game designer with a passionate interest in emergent, experimental and disruptive design solutions. I believe in pushing design boundaries and try to evidence this philosophy in my perspective, planning and practical work. I have a large amount of experience working in technical support and can readily apply critical analysis and troubleshooting to most situations. I believe games can bring people together and I have retrained so that I can deliver meaningful and engaging experiences to audiences

Experience

October 23 - Present**PhD Studentship in Intelligent Games and Games Intelligence**

I am currently researching the following question:
What are the instrumental factors in initiating social Play?

I have recently completed intensive training modules in Games Design, Games Development, Advanced Research Methods and Statistics and Impact and Engagement.

Jan 2022 - July 23**Lecturer in Game Development - Gloucestershire College**

Responsible for delivery of BTEC Level 3 Games. Course leader for HNC and HND Games.

Sept 2021 - December 2021**Research Assistant - Abertay University**

Short term contract investigating economies, governance and social interaction in PUBG Mobile.

Sept 2017 - Sept 2021**Falmouth University MA Game Design and BA Game Development (Design)**

My online portfolio offers a range of prototypes and experimental games and my thesis focused on Battle Royale as a game genre.

I can provide demonstrable experience of Game Theory, User Interface, User Experience, Level Design and Scripting.

Education

Falmouth University - MA Games Design,
Falmouth University - BA (Hons) Games Development (Design)
Cricklade College - 'GNVQ' - Business and Finance level 2
- 'A/S' Level - Government and Politics
John Hanson School - 'GCSE' - Good passes in English, Math