

Ross Fifield

Games Designer

Contact

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Highlights

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

Software

- Unity
- Unreal Engine 4
- Github/Repository management
- Photoshop
- Premiere Pro
- Streamlabs OBS
- C# and C++

Personal Information

I maintain an active interest in many genres of game and when I'm not spending my weekends 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 digital and analogue game development.

Experience

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

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

Sept 2020 – Sept 2021**Falmouth University MA Game Design**

I am presently working on a variety of prototypes and experimental games and expect to produce a thesis on behaviour and motivation for my masterwork.

Sept 2017 – Sept 2020**Falmouth University BA Game Development (Design)**

I achieved a 2:2 degree classification and as a Generalist Designer I can provide demonstrable experience of Game Theory, User Interface, User Experience, Level Design and Scripting.

Apr 2015 – Sept 2017**Sopra Steria EUS1 Support Analyst**

First point of contact for a prestigious defence client serving a user base of over 4000 in technical support.

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, Maths