

Sean Humphreys CV

Phone Number:+44(0)7914941173

Email: seanhumphreys@blueyonder.co.uk

Website: www.seanhumphreys.com

Skills

- Unity 3D
- Unreal Engine 4
- C#
- Visual Scripting
- Git
- Confluence
- Jira
- Perforce
- Hansoft

Experience

2017-2019 **Reach Robotics**

Game Designer on [Mekamon](#)

- Enhanced the game's "battle" mode by reworking controls and creating new attacks
- Rebalanced the game by fine-tuning each attack e.g. animation times, damage amounts, and cooldown lengths
- Demonstrated new mechanics quickly to the team by prototyping in Unity 3D with C# scripting language
- Improved the team's documentation by owning the game's design documentation wiki
- Publicly demonstrated the game at multiple events including WIRED Next Gen

Jan-Apr '17 **Mountain Walrus**

Contract Game/Level Designer on [The Tower](#)

- Designed, built and tested several white-box levels for VR puzzle game
- Used modular assets generated by artists to create levels using Unity Editor
- Designed all puzzles and had ownership of the overall difficulty curve of the game

Jun-Aug '16 **Exient Ltd**

Design Intern on [Angry Birds Transformers](#)

- Helped to define metagame elements for live events
- Used XML to implement a variety of elements, such as the placement of VFX
- Had ownership of writing some character bios for Transformers characters, which were positively received by the team

Feb-Apr '15 **Pretty Digital**

Designer on [Lux and the Shadowmaker](#)

- Realised the vision of the project lead on a 1st person experience
- Used Unity engine and C# to implement all game mechanics, including a randomly spawning enemy and an arcing projectile the player can throw
- Solved lighting and performance issues