

**Aaron Gordon**  
**Email: [me@aaronjgordon.com](mailto:me@aaronjgordon.com)**  
**Phone: (437) 344-2700**  
**Website / Portfolio: [www.aaronjgordon.com](http://www.aaronjgordon.com)**

## CHARACTER

Hard working, friendly and proactive with an aptitude for game design. Over three and a half years of industry experience as a designer on multiple shipped titles from start to finish. Experienced designing across multiple platforms for different genres and demographics. Strong passion for games with a solid understanding of the workflow, commitment and skills required to deliver high quality AAA experiences on time and within a given specification.

## EDUCATION

<b>B.Sc First-class honours in Games Technology - UWE</b>	2008-2012
<b>High School Diploma - Corfe Hills School</b>	2003-2008

## PROFESSIONAL EXPERIENCE

<b>Games Designer - Frontier Developments</b>	2012-2015
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My time at Frontier involved designing: missions, levels / environments, mechanics, player interactions, core game concepts and game systems for AAA games on multiple platforms. I was trusted to work and communicate within a large team while iterating and adapting designs in response to internal / external feedback. I worked with industry standard software and tools, creating high quality game content to meet tight deadlines and milestones.

<b>Junior Games Designer - Mobile Pie Studios</b>	2010-2011
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While working at mobile pie I designed for a variety of games on multiple mobile platforms, which involved: fleshing out high level concepts, client pitches, refining game mechanics and creating the design documentation for F2P and location based games.

<b>Computing Tutor (Volunteer) - UWE Silver Surfers</b>	2008-2010
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This one-to-one tutoring position involved: supporting older inexperienced IT users and producing learning materials tailored to user's skill level for assistance with home learning.

## DESIGN SKILLS

- Experienced in designing missions, scripted events, interactions, set pieces, levels, difficulty / AI balancing, game mechanics, UI / Menu layouts and high level concepts.
- Analytical thinker; able to handle multiple conflicting priorities and design a solution that fits the target experience, under pressure and within the scope of a project.
- Capable of maintaining a game's creative vision while supervising a project's development using agile development methodologies to deliver work on time and to a high standard.
- Experienced in coordinating a team and providing design support / feedback to other disciplines including; art, code, animation, audio, production and QA.
- Able to produce clear and concise documentation as well as wireframes, design blockouts and paper designs to a high standard for use as a reference throughout a project.
- Ability to design game elements and systems accordingly for different genres and demographics, keeping the player's experience in the forefront of every decision made.
- Excellent cross-team communication skills and experienced at working independently on small / solo projects, as part of a much larger team and in a leadership role.
- Friendly, approachable and positive personality; always willing to take feedback on-board.

## TECHNICAL SKILLS

- Vast experience of level editing, animation and 3D modelling in Autodesk Maya.
- Experienced with UDK and level scripting in Kismet.
- Good understanding of CryEngine and Unity3D.
- Proficient with Adobe Flash, After Effects and Photoshop.
- Solid understanding of C# and C++.
- Good understanding of Mel, Python and ActionScript.
- Proficient with Microsoft Office; Word, Excel, Powerpoint and Visio.

## PUBLISHED GAMES

[Elite Dangerous](#) - AAA open world MMO space game for PC

Responsibilities included: Missions / event design and implementation, AI / difficulty balancing, designing game systems and player skills (trading, mining, economy etc).

[Kinect Sports Rivals](#) - AAA Sports game for Xbox One Kinect

Responsibilities included: Level design, event scripting and implementation, mechanics design, AI / difficulty balancing, design blockouts and conducting playtesting sessions.

[My Star](#) - Freemium game for iOS / Android devices

Responsibilities included: Minigame design, difficulty balancing, monetisation strategies, screen-flow diagrams, wireframes Research, asset lists, style guides and documentation.

[Blossom Bristol](#) - Location based game for Android devices

Responsibilities included: Designing player interactions and mechanics to incorporate real world pollution data provided by the council, Initial research and high level documentation.

[Top Trumps Collection](#) - Card game for iOS devices based on NBA and Bond licences

Responsibilities included: Difficulty balancing, designing game modes, wireframes, screen-flow diagrams, design documentation and playtesting.

**In the Dark Half** - Location / social game for iOS/Web, based on an independent horror film

Responsibilities included: Minigame design, gameplay mechanics, difficulty / accessibility balancing, screen-flow diagrams, wireframes, design documentation and asset lists.

## AWARDS

Ludum Dare 28, Top 40 - [Monorail](#) - Rated 33<sup>rd</sup> overall out of 780 games.

Ludum Dare 24, Top 20 - [OctoDarwin](#) - Rated 19<sup>th</sup> for humour out of 400 games.

Game Jam Winner - [Merry Bloody Xmas](#) - Winner of the 2013 Bristol Board Game Jam.

Game of the Year - [Splodge](#) - University award for the best game developed in the final year.

## INTERESTS

I am passionate about games and committed to my career as a designer. I regularly take part in game jams in order to challenge myself while building my portfolio and expertise. I'm a very social person and I enjoy a wide variety of games, especially those that get people together in the same place to play and those that offer a unique experience. I also like to keep active and frequently take part in sporting events including sponsored runs and skiing.

References available on request