

Nathan Tubb

Game Designer

EXPERIENCE

- June 2021 -Current**
 - Volunteer QA Technician - Afterthought LLC (The Isle)**
 - Joined the Volunteer QA team in early June working on "The Isle", a dinosaur survival game on steam. This role involves responsibilities such as: Functionality and Adhoc system testing, writing structured bug reports, reviewing community bug reports, improving/reviewing balance issues and suggesting design improvements to improve player experience.
- 2020-Current**
 - Game Developer - BLKOUT Studios**
 - Joined a student formed development studio and worked within a team to produce **Hacktivist**, a narrative driven adventure game that published in itch.io with 200+ downloads. I worked mainly as the projects Systems/Gameplay designer though also worked on levels and assisted with narrative development.
 - BLKOUT Studios is also taking part in Jamfuzer, a national game jam competition hosted by Industry professionals.
- 2018-Current**
 - Game Developer**
 - Imperium Games** - First Person survival game with a focus on gameplay and system design.
 - Bunker Escape** - First Person Escape room with a focus on puzzle and level design.
 - Ai Capture the flag** - Technical project exploring suitable algorithms for an Ai vs Ai capture the flag senario.

EDUCATION

- 2017-2021**
 - Southampton Solent University**
 - BA (Hons) Computer Games (Design) Predicted 1st class (1:1)
 - Narrative/Quest Design & Implementation
 - Level Design
 - Experiential Design
 - Prototyping
 - Ai Algorithms
 - Games Research
 - UX Research and Design
 - Puzzle Design
 - Programming Fundamentals
 - Game Metrics
 - Testing and Iteration
 - Quality Assurance
 - Character Concept & Modelling
 - Animation
 - Game
 - 13 man Studio Work
 - 3D Modelling and UV Mapping
 - Unity + Unreal Development
- 2015-2017**
 - Wiltshire College Salisbury**
 - Level 3 Extended Diploma in Creative media and Games Design at a Triple Distinction (DDD).
- 2010-2015**
 - St Joseph's Catholic School**
 - 9 GCSE's A*- c (B in maths).

SKILLS

- Gameplay Design
- Level Design
- C# Scripting
- Teamwork
- Time Management
- Planning
- Communication
- Project Management

SOFTWARE



Interests

- Video Games
- Snow Sports
- Movies
- History

ABOUT ME

Determination, teamwork and communication. Three things I pride myself on maintaining when working with and alongside others. I am a recent graduate attaining persuing a quest of self improvement and collaboration with great like minded people in the games industry.

I have up to date knowledge on subjects such as design theory, documentation and workflow. And have also worked with a range of current industry standard software, taking a number of projects from pre- to post-production. All of which can be seen in my portfolio. I am eager to take my next step and begin a new adventure where I can combine my current skill set and encounter new challenges to learn from.

CONTACT

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Portfolio:

Connect on Linedkin:



Checkout my Itch.io:



www.nathantubb.co.uk

Reference

Available upon request