



Email: will@willrogersdesigner.com

PROFILE

An inventive, approachable, and collaborative game designer with a mix of creative, technical, and narrative skills.

Easy to get along with, communicates clearly, and always keen to learn. An avid reader and writer of fiction, quick with a joke, and comes with a free 'can-do' attitude.

Previously worked in marketing and planning, and has extensive experience in production management and communication (internal & external).

SOFTOGRAPHY & PORTFOLIO

These and other projects are detailed in [my portfolio](#).

UNANNOUNCED AAA PROJECT – nDreams Elevation

Level / Quest Designer – Unreal Engine 5 – 2025 - present

- Played a leading role in developing the project's vertical slice demo (VSD). Pulled together level design, tech design, animation, narrative, environment, and more to create a cohesive, immersive, and engaging player experience.
- Developed initial blockouts for two full missions intended for the finished product.

REACH – nDreams Elevation

Level Designer – Unreal Engine 5 – 2023-2025

- Responsible for development of 5 levels from initial briefs through to release.
- Implemented puzzles, combat encounters, action set-pieces, and interactive narrative scenes to create well-paced action-adventure levels.
- Worked collaboratively with other departments to ensure levels were in scope, appropriately themed, and ready for further development.
- Responsible for release-level polish across all levels, and subsequent patch changes.
- Wrote ~50% of the game's script. Worked directly with voice actors at SIDE London.

VARIOUS STUDENT PROJECTS – Birmingham City University

Game Designer – Unreal Engine 4/5 – Released 2021/2

ALIEN SWARM: REACTIVE DROP – Reactive Drop Team

Level Designer – Hammer Editor – Released 2017

- Developed the full Research 7 campaign from idea to completion
- Implemented narrative, combat encounters, set pieces, and level art

OTHER EMPLOYMENT

Amplitude **Head of Projects** Sep 2022 – June 2023
 Project Director Feb 2021 – Sep 2022
 Project Manager Nov 2018 – Jan 2021

- Coordinated teams to deliver photography, graphic design, video, and animation projects using both Agile and Waterfall methodologies
- Wrote marketing strategies for Amplitude and clients
- Designed and implemented a new project management system
- Liaising between teams & clients to keep projects moving and avoid potential issues

Anitox Limited **Marketing Manager, EMEA & AP** August 2017 – October 2018
 Marketing Executive, EMEA June 2016 – August 2017

- Deployed marketing strategy across Europe, the Middle East, Africa, and Asia Pacific
- Coordinated development of marketing collateral with sales dept. & external agencies

Faccenda Foods (now Avara Foods) **Planner** March 2013 – January 2016

- Planning across with 80 accounts, handling requests and managing emergencies
- Designing and implementing improvements to planning tools

EDUCATION

MSc Video Game Enterprise, Production, and Design
Birmingham City University – Graduated 2022

CIM Diploma in Professional Marketing
Warwickshire College – Graduated 2017

BSc (Hons) Zoology
University of Hull – Graduated 2011

3 A levels, 4 AS levels, 10 GCSEs
Pitsford School – Graduated 2007

KEY SKILLS

- Clear communication
- Player-oriented design
- Mentorship
- Unreal Engine 5
- Visual Scripting
- Rapid level prototyping & iteration
- Source Control (Perforce & GitHub)
- Scriptwriting
- Level Sequences
- Cross-discipline collaboration
- Public speaking & presenting
- Documentation
- Organisation
- Scoping & risk management

Thank you for reading.