

Kay Johnston

Game Designer

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Profile

A creative and passionate Game Designer, driven by a commitment to continuous improvement and learning. Applying a creative mindset to elevate game projects, I am currently seeking an entry-level Game Design role within the games industry.

Skills

Software Knowledge: Unreal Engine 4/5, Autodesk 3DS Max & Maya, Blender, World Machine, Adobe Suite, Microsoft Office

Hard Skills: Game Design, Game Design Documentation, Visual Scripting (UE Blueprints), Rapid Prototyping, Systems Design, Mechanics Design

Soft Skills: Time Management, Teamwork, Communication, Adaptability, Willingness to Learn, Ability to Take Feedback, Creativity

Experience

Juiced Studio, Game Design Intern, June 2023 - September 2023

- Worked alongside the Juiced Studio team to assist with the development of their short in-house gameplay experience based on their brand and company development
- Implemented core gameplay mechanics and systems following design specifications set out for the project
- Authored and upheld Game Design Documentation
- Designed and began development on a tool that could assist the team with future brand-focused game projects

SK.AI.TER, Game Designer, January 2023 - May 2023

“Winner of Best Game & Indie Design at Expo Tees 2023”

- Designed, prototyped, and implemented dynamic gameplay mechanics and systems
- Led game production and managed project timelines effectively
- Shaped the game world, level, and narrative for a compelling gameplay experience
- Authored and upheld comprehensive Game Design Documentation
- Ran weekly playtests and QA tests to gather feedback to gather feedback and continuously iterate and improve the gameplay experience

Education

BA Computer Games Design, Teesside University

September 2019 - June 2023

Grade Achieved: First Class Honors

Notable Modules

Final Year Project - 92% (First)

Contributed as both a designer and programmer on SK.AI.TER, is a cyberpunk-inspired hoverboarding shooter known for its blend of fast-paced tricks and dynamic gunplay. I was awarded the "Best Game & Indie Design" award at Expo Tees 2023 for my work on the project.

Upskill - 98% (First)

During the Upskill module, where the emphasis was on honing skills we considered areas for improvement. My focus during this module was level design, and I took the opportunity to create "A Farmer's Revenge," an open-world quest inspired by Skyrim. This project was developed from the ground up using Unreal Engine 4.

Beta Arcade - 96% (First)

In the Beta Arcade Module, I led a team of 10 cross-discipline game developers in the creation of a small game. Our collaborative effort resulted in "Fruit Feud," a physics-based party brawler. My primary role involved spearheading the game design and overseeing the implementation of levels for the project.

Computer Games Development Diploma, Middlesbrough College

September 2017 - June 2020

Grade Achieved: Distinction *

Hobbies and Interests

During my time I love to tinker, experiment and learn more about Unreal Engine. This includes the vast archive of prototypes and systems I have developed in my Master Build Project. Furthermore, I actively participate in Game Jams whenever my schedule allows. This enables me to channel my enthusiasm for creative expression, enjoying the challenge of crafting small games under specific themes and under stringent time constraints.

Gaming is a huge hobby and I love to play a wide range of genres. Gaming offers an escape to a new world, and I love experiencing new games that broaden my view and ask me questions about my gameplay choices and decisions. I love the emotions that gaming evokes, and I continue to strive to achieve that emotion in my work.

Outside of my involvement in game development, I love training in Muay Thai. Over the past two years, I have dedicated myself to the disciplines of both Boxing and Muay Thai, and I have developed a genuine passion for these martial arts.