



TOM HUGHES

Lead Narrative Designer

CONTACT INFORMATION

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PERSONAL PROFILE

I am a Narrative Designer proficient in both Game and Level design, and experience in Unreal Engine 4 and Unity. I have had several years experience in the games industry designing and writing for many genres of games, as well as experience in leadership positions and management and team building responsibilities. I have skills of performance direction and experience on both voice and mocap shoots. I have also been part of several talks and panels across EGX, GDC and other events.

My approach to design is one of collaboration and believe that finding passion in what I do is an incredible motivator.

PROFESSIONAL SKILLS

Unreal Engine
UDK
Unity
Management
Team building
Public Speaking
Performance Direction
Photoshop
3DS Max
Maya
Office Packages

PERSONAL INTERESTS

Writing
Movies
Books
Role Playing
Football
Cooking
Playing Guitar

EMPLOYMENT / EXPERIENCE

Lead Designer

Supermassive Games, May 2021 - Current

I am currently working as Lead Designer on an unannounced project at Supermassive Games. I am responsible for the overall design of the game and the branching, ensuring the narrative and direction are clear and the game flows correctly. As well as this I have worked on shoots as a performance director with actors and crew, both in motion capture and voice acting. With a focus on team building and management, I am also responsible for the wellbeing of the design team to ensure that they have everything they need including support on the project and help with direction if needed.

Game Designer

Supermassive Games, March 2019 - April 2021

I worked as a games designer at Supermassive games in Guildford. A studio that specialises in cinematic narrative horror games. Having worked on multiple games within the Dark Pictures Anthology, the most recent of which is the newly released House of Ashes. I was responsible for the blocking out and integration of scenes and sequences, including camera and animation placements, as well as ensuring the flow of the game is correct and working as intended.

Creative Director

Cold Sun Studios, August 2016 - January 2019

I worked with a small and passionate team as a Creative Director on a project called "Tome Travellers" that won the Tranzfuser award and the UK Games Fund.

Game / Level Designer

Flix Interactive, February 2018 - October 2018

I worked as a game and level designer with Flix Interactive on their Sci-Fi shooter "Eden Star". My role comprised of enemy placement and tutorial direction.

Level Designer

Greenfly Studios, June 2016 - June 2017

My work as a level designer for Greenfly Studios on the game "Selfie Chaos" was part of the GDC European Games showcase.

EDUCATION

Futureworks School of Media

B.A. in Games Design, 2013 - 2016, First Class Honours

Modules included Level Design, Games Design, Programming, Creative Thinking, Group and Individual Projects, Presentations and an Independently led Honours Project.
Given award in final year for "Best piece of work"
Team given award in final year for "Special Achievement"