



TOM HUGHES

Lead Game Designer

EMPLOYMENT / EXPERIENCE

Lead Narrative Designer

Great Ape Games, April 2023 - Current

I am currently working as Lead Narrative Designer for Great Ape Games on our debut project, The Lost Wild. My responsibilities include overseeing the main story and plot across the game, working with writers and designers to create the most immersive and engaging story possible. Also leading the efforts in ensuring this story is told correctly over the course of the game to keep players engaged and immersed in our world. I am also part of the casting process for our game in picking the best actors for performances, and working with our publishers in performance direction and experience on performance capture.

Lead Designer

Supermassive Games, May 2021 - April 2023

I am worked as Lead Designer at Supermassive Games on Directive 8020. I was responsible for the overall design of the game and the branching, ensuring the narrative and direction are clear and the game flowed correctly. As well as this I 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 was also responsible for the wellbeing of the design team to ensure that they had 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. 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.

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"

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 4/5 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