

JACK CLYDE MCCULLOUGH

TECHNICAL DESIGNER



CONTACTS

jackclyde13@gmail.com



SKILLS

- Unreal Engine
- Unity
- Visual Studio
- GitHub
- Maya
- Photoshop

EDUCATION

Games Design - BDES (Hons), Ulster University
2025

Foundation Year in Art and Design, Ulster Univeristy
2021

Level 3 BTEC in Creative Media Production (Games Development), Northern Regional College (Coleraine)
2020

GCSE's, Dunluce School
2018

HOBBIES

Playing a wide variety of games (Favourites Include: Rocket League, F1, Mario Kart, Pokemon and League of Legends) Playing Musical Instruments (Flute) Learning new languages(Learning French)

ABOUT ME

As a third-year Game Design student, I find immense joy in the creative process and problem-solving intricacies that designing games entails. It's where I get to let my imagination run wild while overcoming challenges that arise along the way. Throughout my academic journey, I've dedicated myself to refining my design skills through personal projects and devouring insights from game design theory. These past three years have been transformative, as I've seen myself grow leaps and bounds in my ability to bring ideas to life. Now, I'm eager to take the next step and immerse myself in the industry, where I can further expand my horizons and deepen my understanding of game design. I approach this journey with boundless enthusiasm and a commitment to evolving as a designer, ready to embrace every opportunity for growth and learning.

WORK EXPERIENCE

UI Designer, Skydoria

Sep 2022 - Jan 2023

- Worked and Communicated in a group of 5
- Collaborated with the group to brainstorm ideas using miro
- Designed Prototype of the Menus
- Designed Prototype of the Player UI
- Created Drafts of the UI
- Helped conduct playtesting sessions and acted on feedback
- Created a finalised version of the UI

Level Designer, Jango's Wacky Adventure's - Level Blockout

Sep 2022 - Dec 2022

- Developed a Pre-Production Document
- Created a Metric Gym to test player capabilities
- Added additional mechanics to the game
- Created Level Blockout by following the Pre-Production Document
- Created Cutsscenes for the level
- Conducted playtesting of the level and adjusted the level upon receiving feedback

Designer & Programmer, Crux - Solo Uni Project

Jan 2022 - May 2022

- Developed a Game Design Document
- Pitched the game concept to tutor as a presentation
- Developed a prototype to test player mechanics and abilities
- Create a level using the level design document to guide me through development

LINKS

Portfolio:

[https://jackclyde13.wixsite.com/my-s
ite-1](https://jackclyde13.wixsite.com/my-site-1)

LinkedIn:

[http://www.linkedin.com/in/jack-cl
de-mccullough-b757a1208](http://www.linkedin.com/in/jack-clyde-mccullough-b757a1208)