

Ewan Miller

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Game Designer

Personal Profile

I'm a Game Designer with 2 Years Professional AAA Experience, 2 Shipped Titles and 8+ years experience in Unreal Engine. I've worked as a Design Intern and Junior Game Designer at 10:10 Games and directed levels for IP's such as Back to the Future, Invincible and NOPE. I've worked as a Level Designer (Contract) Starlight Games on House of Golf VR creating DLC levels.

I received awards from Rockstar Leeds, Distinctive Games and Sumo Digital for Best Team (1st), Best Level Design (2nd) and Best Game Design (2nd) at Games Republic's Student Showcase 2023 for the Open-World Puzzle Game- 'Book of Bhanu'.

I was a Finalist in Aardvark Swift's Search for a Star 2023 (Game Design Category) for my Puzzle Game- 'Seeds'.

Projects

Level Designer (Contract)- Starlight Games

House of Golf VR (Meta Quest)

- AAA Video Game Studio, May 2025 to July 2025
- Designing and building full levels using existing assets and systems
- Learning and effectively utilising Starlight Game's proprietary version of Unreal Engine 5
- Working closely with the Creative Director, Design Director and other designers, addressing and implementing their feedback
- Extensive QA testing, bug fixing, and addressing QoL issues of my levels
- Set-dressing levels ensuring each possessed its own unique theme and presented it clearly

Junior Game Designer- 10:10 Games

Funko Fusion (PS5/PS4, XSX/S, Nintendo Switch, PC)

- AAA Video Game Studio, June 2023 to March 2025
- Directing the development of multiple levels including Back to the Future, Invincible, NOPE etc.
- Designing and prototyping puzzles, combat encounters and multiplayer modes
- Implementation of multiple systems and mechanics into levels
- Extensive QA testing, bug fixing and polishing of levels
- Writing dialogue for various in-game NPCs

Game Designer- Snowglobe Interactive

Book of Bhanu (PC)- Games Republic's Student Showcase

Best Team (1st), Best Game Design (2nd) Best Level Design (2nd)

- University Project, January 2023 to May 2023
- Designing, building and implementing all puzzles in the game
- Working with the Creative Director to design and blockout the open world
- Implementation of multiple systems and mechanics into levels
- Writing character dialogue and Journal Entries, expanding on the lore/backstory of the world
- Leading in-person playtesting sessions, collecting feedback from playtesters and implementing changes to address their issues/suggestions with levels

Education

BA (Hons) Computer Games Design- First Class (Hons), University of Huddersfield, September 2019 to May 2023

Software Proficiency

- Unreal Engine 5 • Unreal Game Sync • Perforce • GitHub • Jira •
- Confluence • Blender • 3Ds Max • Adobe Suite • Microsoft Office Suite •

Honours and Awards

Wrote the Game Design Brief for Aardvark Swift's Search for a Star and Rising Star (2024)
Rockstar Games 1st Prize for Best Team, Sumo Digital 2nd Prize for Best Game Design
Distinctive Games 2nd Prize for Best Level Design (Games Republic, 2023)
Aardvark Swift's Search for a Star Finalist (Games Design Category, 2023)
Elected Course Representative for Final Year Games Development Course (University, 2022)

Work Experience

Level Designer (Contract)- Starlight Games

- AAA Video Game Studio, May 2025 to July 2025
- Iterating and polishing my levels for review
- Communicating effectively with Directors, Designers, Artists and Programmers throughout the development of the project
- Learning and utilising Starlight Games' methods of Source Control, Proprietary Engine and their Gameplay Systems and Blueprints
- Designing levels tailored to the VR perspective

Junior Game Designer- 10:10 Games

- AAA Games Studio, June 2023 to March 2025
- Working collaboratively with multiple departments to discuss and implement solutions for tasks and bugs
- Delivering levels for review to deadlines, to the highest standard
- Communicating constantly with production, updating them with the progression of tasks, relevant bugs and resources required
- Engaging in regular meetings around the development progress of levels
- Assisting other designers with tasks and bugs to help manage the team's workload
- Participating in various outreach events representing 10:10 Games

Student Ambassador- University of Huddersfield

- University, October 2022 to May 2023
- Acted as a leader for Campus Tours, teaching audiences about the university's facilities
- Regularly gave talks to large audiences during campus tours
- Operated Independently and in Teams throughout shifts
- Adapted under stressful situations, prioritising visitors' satisfaction above all

References

Arthur Parsons- Design Director

10:10 Games, St James Business Centre, WA4 6PS
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Alex Banks, Senior Game Designer

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Further references available upon request