# Ewan Miller

## Game Designer

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## Personal Profile

I'm a Game Designer with 2+ Years Professional AAA, AA and Indie Experience, 2 Shipped Titles and 9+ years' experience in Unreal Engine and Unity. I'm currently working as a Game Designer at Kickabout Ltd. I've worked as a Junior Game Designer at 10:10 Games and as a Level Designer (Contract) at Starlight Games on House of Golf VR.

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)***

• AA 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

## Education

### BA (Hons) Computer Games Design- First Class (Hons)

### University of Huddersfield, September 2019 to May 2023

## Software Proficiency

**• Unreal Engine 5 • Unity • Perforce • GitHub • Unreal Game Sync •**

**• Confluence • Jira • Blender • 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

### Game Designer- Kickabout Ltd.
• Indie Video Game Studio, May 2026 to Present
• Rapidly prototyping various experimental mechanics and systems early in the development cycle
• Organising daily playtesting sessions with playable builds for Phone, Tablet and PC
• Maintaining effective communication channels with the Creative Director, Programmers and Artists
• Set-dressing levels with placeholder characters, props, SFX, UI etc.

### Level Designer (Contract)- Starlight Games
• AA 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

## 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