

# Jack Mulford - Game Designer

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## Summary

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Accomplished Level Designer, proficient in **Unreal Engine 5** and **Unity**. Recognised for exceptional abilities in game development, bringing experience working within **multi-disciplinary** teams and collaborating with different specialisms. A data-driven level designer with **industry awareness** and a passion and love for games. Leveraging industry feedback to help inform, create and design engaging and immersive gameplay experiences that are both polished and memorable.

## Skills

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- Unreal Engine 5, Unity, Source SDK
- Blueprints, C#.
- Fork, GitHub.
- Trello, Agile workflows, Scrums
- Canva, Logic Pro X, Visual Studio, Audacity, PowerPoint, Excel, Google Docs, PowerPoint

## Professional Game Projects

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**Summit Games Studio** - Level Designer: [Cosmic Cowboy](#) September 2023 - Present

Space Western top-down turn-based shooter, that heavily emphasises dialogue and combat.

- Exhibited at Insomnia, the **UK's largest gaming event**, alongside industry games, engaging with over 400 attendees.
- Spearheaded a Kickstarter campaign, successfully **raising over £500** for project development.
- Implemented and designed levels with **verticality in a turn-based setting**, designing over 7 combat scenarios.
- Pitched and prototyped core-level ideas via **rapid prototyping** using Unity, creating levels in as little as 1 week.
- Collaborated with and led a **multi-disciplinary team** of 4 consisting of programmers, artists and designers.

## Game Projects

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**Global Game Jam** - Level Designer: [No Time To Clown](#)

An arcade race game with the Global Game Jam theme of "Make Me Laugh"

- Prototyped core-level ideas via **rapid design and development** using Unity, creating the main level within 24 hours.
- Completed the development of an original game with mechanics within **48 hours**.
- Engaged with a **multi-disciplinary team** consisting of programmers and artists.
- Streamlined the **development process** by organising and creating an effective MVP for the deadline.

**Group Project** - Level Designer: [Terrate](#)

An exploration survival hybrid with unique health mechanics and a heavy emphasis on player agency and freedom.

- Implemented and or **improved 5** distinct team processes, including daily stand-ups, scrums, and sprint planning.
- Refined several level prototypes, optimising development for **2 levels** and reducing concept creation time.
- Coordinated a group of **10 cross-disciplinary developers**, consisting of artists, programmers, and designers.
- Owned the level design process for all levels and menus to create a **fully playable space**.

## Achievements

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- [Grads In Games SFAS](#) - **Recognised for exceptional game development** demonstrating industry knowledge and creative technical skills, commended as a "**One To Watch**".
- [Into Games 50](#) - Winner, **exemplifying future game development talent** as recognised by industry experts.

## Certifications

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- Complete C# Unity Game Developer 2D (Game Dev TV)
- Complete C# Unity Game Developer 3D (Game Dev TV)
- Unreal Engine C++ Developer (Game Dev TV)

## Education

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**Falmouth University:**

September 2021 - May 2024

- BA (Hons) Game Development: Design