

Stevie Adams

Senior Game Designer

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About

I am an experienced and passionate Senior Game Designer from the UK currently working at Ubisoft Mainz in Germany, on the Beyond Good and Evil 2 RPG project. Throughout my career I have become skilled in what makes a game exciting and fun through the design, combination and implementation of compelling gameplay loops, Level and World design, and Narrative experiences. I further drive this forward by inspiring collaborative creativity and working with the other passionate game developers on the team, to hone in on what is important for our vision and create the best content we can. Currently, I am overseeing several core gameplay, world and social features in BGE2, as well as mentoring our Designers on the team. My desire is to always be a part of a team focused on creating and delivering the most impactful, enjoyable and lasting gaming moments that our players will cherish.

Skills

Games Design in all stages of development	System and Game loop paper design
Level Design and World flow	Inspiring and leading through creative processes
Singleplayer, Co-Op and Multiplayer Design	Gameplay Balancing and Pacing through playtest and iteration
Classes and Ability design	Visual Scripting & Scripting

Software

Game Engines:	Voyager, Frostbite, Unreal 4, Fuel, Unity
Design Packages/Tools:	Excel, Word, Miro, Confluence
3D Packages/Tools:	Maya, Blender, Zbrush

Work History

Ubisoft Mainz, Ubisoft

November 2020 - Present

Beyond Good and Evil 2 (Announced, In Development)

Working together with the lead studio in Montpellier as a Senior Game Designer, my roles include overseeing the concept, documentation and implementation of several core features of this RPG game, ranging from Player/Narrative involvement to World design and gameplay using skill based combat. Alongside this, I work with Design Directors to oversee the social experiences our players and their friends will have, utilising a variety of systems from emotes and media creation systems, in a shared explorable world. Additionally I work with and mentor our Junior and Mid level designers in their day to day, as well as working with our Producers and other disciplines to agree priorities for design and work with the feature teams to make sure they are happy and satisfied with their work and to help foster and continue belief and alignment in our vision for the game.

Criterion Games, EA

June 2017 - October 2020

New Need for Speed, Project VIKING, Battlefield V: Firestorm (2019) and Star Wars Battlefront II (2017).

New Need for Speed Experience

Before I left the studio, I worked as a key designer for the Races and Modes team, working towards creating what the new races/events and gameplay systems will be and how it shaped the game's World Design in order to help drive the franchise forward towards a more modern audience.

Project VIKING

After Firestorm, I moved back into Game Design full time for this new Co-Op narrative driven FPS experience. I worked on the team in charge of designing the game's core loops and game flow including: world structure and how it tied into mission structure, low intensity spaces, meta-game progression and how elements such as narrative and pacing fit into all of them. Sadly this project was cancelled several months into development.

Battlefield V: Firestorm:

I initially worked on this project as a member of the Game Design team looking into how we could bring Battlefield style Classes into the Battle Royale game mode setting. With a heavy focus on Squad Play and promoting teamwork, we wanted Classes to be the centre point for this gameplay pillar. Working with a feature team of Engineers, Artists, UI and Audio Designers, we developed paper designs for these classes, discussing heavily around gameplay and squad play balance, and got a version of each working in playable software. Sadly, due to project timeline changes, this feature was scoped out, at which point I moved onto UX and UI designs for the mode, designing and overseeing areas such as Inventory and item management, HUD Feedback and more.

Star Wars Battlefront II:

I joined the UI team as a Technical and UX Designer. Working on both the Starfighter Assault and Arcade game modes, I ensured that the HUD presented every bit of information it needed to and designed how the games feedback systems worked. I did this

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by working very closely with the game designers and feature owners on both modes in my day to day. My other responsibilities included Frontend design and flow as well as being part of the team who set up split screen in Arcade mode, working closely with our rendering engineers to accomplish this.

Supermassive Games

October 2016 - June 2017

Hidden Agenda.

Joining the studio as a Games Designer, I worked as part of the team on Hidden Agenda, a crime thriller based narrative game using Sony's PlayLink mobile software. Players can play this story solo or in Co-Op with friends using a special challenge system called "Hidden Agendas". My responsibilities on this team included designing and setting up the choice style gameplay for co-op mode, designing the Hidden Agenda challenges for the players and designing the overall flow for players through the game. This had me working closely with other designers and the product director, as well as spending a lot of my day to day with our narrative team making sure our gameplay choices and story were lined up correctly.

Playground Games, Microsoft

November 2015 – August 2016

Forza Horizon 3.

I worked as a Contract Level Designer on Forza Horizon 3 to help design Races and Open World Experiences from concept through to ship. During my time there I helped design the initial white box layout of areas in the world before handing it over to the environment team. This tied into other work I performed for race route creation and made sure that those areas kept to the theme and layout of how I had designed them through each development stage. Following that I worked on world and race readability, ensuring that the player could understand and navigate the races as effectively as possible which tied into working with gameplay balancing, optimisation and iteration on all of the content within the game to ensure that they could be as fun and exciting as possible.

Other Game Projects

Need for Speed (2015) | Content Creator | Ghost Games/Criterion

April 2015 – October 2015

Little Big Planet 3 | Level Designer | Supermassive Games

July 2014 – December 2014

Education and Qualifications

BA(Hons) Computer Games Modelling and Animation

2010-2013

2:1 Degree from the University of Derby

Software Design - Games Design

2008-2010

Triple Distinction Btec National awarded from Uxbridge College

Achievements

Dissertation titled "The Different Artistic Elements of Level Direction" published. Can be viewed at <http://bit.ly/TBjaOi>