

Stevie Adams

Game Designer

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About

I am an experienced and passion driven Game Designer currently working at Criterion Games, EA in Guildford. Throughout my career so far, I have become skilled in what makes a game exciting and fun through the design and implementation of compelling gameplay loops and systems, by driving iteration and promoting creativity through playtesting and ideation as well as using research and analytics to drive conversation and understanding for what is needed to best improve the game through balance and updates. Over the past 3 years, I have worked in various parts of Criterion's design team, helping to bring some of the most impactful and enjoyed game modes to titles such as Star Wars Battlefront 2's Starfighter Assault and Battlefield V's Firestorm.

Skills

Games Design in all stages of development	System and Game loop paper design
Visual Scripting/Logic Scripting	Inspiring and leading through creative processes
Singleplayer, Co-Op and Multiplayer Design	Gameplay Balancing and Pacing through playtest and iteration
Designing within Narrative context	UI and UX design experience

Software

Game Engines:	Frostbite, Unreal 4, Fuel, Unity
Design Packages/Tools:	Excel, Word, Draw.io
3D Packages/Tools:	Maya, Zbrush, Mudbox

Work History

Criterion Games, EA

June 2017 - Present

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

New Need for Speed Experience

I am currently working on what the next Need for Speed experience will be as a key designer for the Races and Modes team, working towards creating what the new races events and gameplay systems will be that 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 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 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, so, working with engineers, artists, UI and Audio, 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, at which point I moved onto UX and UI designs for the mode.

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 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 coop 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.

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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.

Ghost Games/Criterion, EA

April 2015 – October 2015

Need for Speed

I worked as a Contract Content Creator implementing road network design and races for Need for Speed.

Supermassive Games

July 2014 – December 2014

Little Big Planet 3

I worked as a Level Designer creating story levels and playable tutorial levels for Little Big Planet 3.

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/TBja0i>