

OWEN GRIEVE

Game Designer

Morpeth, UK
owengrieve@gmail.com
owengrieve.com/portfolio

SKILLS

- Game design and balance
- Economy design
- Product analysis
- Clear communication
- Leading small project teams
- Live ops
- Social systems
- Narrative writing
- Teaching design skills
- Critical analysis of specs

Office / Google Docs: Extensive experience, particularly with spreadsheets

Game Engines: Years of experience using Unity, Game Maker, Klik-n-Play

Programming: Basic knowledge of C#, Python, BASIC, batch scripting, etc

Development Tools: Years of experience using Git, Sourcetree, Confluence, JIRA

Game Knowledge: Have been playing videogames extensively for around 30 years

EXPERIENCE

Game Designer
Sumo Digital, Sheffield, UK

April 2021 – Present

Bringing skills and techniques from mobile game development – such as using metadata, live game management, and analytics - to an unannounced AAA project.

Freelance Game Designer
Self-Employed, Morpeth, UK

February 2020 – April 2021

Taking on short-term contracts to balance gameplay, restructure metadata pipelines and optimise KPIs of various games.

Principal Game Designer
Longbow Games, Mysore, India

November 2018 – January 2020

(Under NDA) / Mobile

Lead the design of a real-time strategy prototype for a major multinational client. I largely focused on system design for the economy metagame and in-game combat, but also outlined concepts for units and the general game setting.

I visited our client's studio in Europe a few times to take part in presentations to executives and help their team with design problems. The prototype was well-received and was taken into pre-production.

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EXPERIENCE (Continued)

Game Designer
Neon Play, Cirencester, UK

June 2015 – March 2018

Tip Tap Soccer, Tip Tap Rio, Tip Tap Farm / Mobile
Traffic Panic: Boom Town / Mobile
Bravo Force / Mobile
(Unreleased PvP Strategy Game) / Mobile

Held the bulk of design responsibilities in a small, independent studio developing F2P mobile games. Worked extensively on system design and balancing for a PvP strategy game, a third-person PvP arena shooter, an arcade game with a city-building metagame, and a string of idle games.

Associate Game Designer
Zynga, Bangalore, India

January 2012 – February 2014

Hidden Shadows / Facebook
Hidden Chronicles / Facebook
Empires & Allies / Facebook

Designed, balanced and implemented new content and features for a number of major live games, including the India studio's first game launch. Worked with Product Managers and Producers to plan release roadmaps and interpret analytical data. Organised teams of designers to produce content and features, and ran regular events to promote collaboration and training across the design vertical.

Systems Test Engineer
Promethean PLC, Blackburn, UK

January 2010 – October 2011

Testing hardware and software products for an educational tech company.

Systems Tester
Northern Rock PLC, Newcastle, UK

September 2006 – July 2007

Wrote and executed tests for an online banking platform. Administrated a test team – keeping track of who was doing what, and generating stats for management.

EDUCATION

MA Digital Games Theory and Design (Pass with Merit)
Brunel University, London, UK

2007 - 2008

BA (Hons) Economics with a Year in Europe (2:ii)
University of Leicester, UK
University of Gothenburg, Sweden

2002 - 2006