

OWEN GRIEVE

Game Designer

Cirencester, UK
www.owengrieve.com
owengrieve@gmail.com

SKILLS

- Game design and balance
- Product analysis
- Spreadsheet wizardry
- Working in busy, multi-discipline teams
- Teaching game design
- Office, Game Maker, learning Unity

EXPERIENCE

Game Designer

June 2015 – present

Neon Play, Cirencester, UK

Tip Tap Soccer, Tip Tap Rio, Tip Tap Farm / Mobile

Traffic Panic: Boom Town / Mobile

Bravo Force / Mobile

Developing concepts, writing design documentation, producing game data and balancing tools, creating scripts to convert spreadsheets into game-friendly formats, writing copy text and dialogue, producing and analysing user metrics, and writing competitor analyses.

Associate Game Designer

January 2012 – February 2014

Zynga, Bangalore, India

Hidden Shadows / Facebook

Hidden Chronicles / Facebook

Empires & Allies / Facebook

Feature roadmapping, design and implementation, unit balancing, economy management, narrative writing. I worked with the PM team to plan sale events, organised regular design team socials, and trained junior designers to write clearer specs and track development processes.

Systems Test Engineer

January 2010 – October 2011

Promethean PLC, Blackburn, UK

Systems Tester

September 2006 – July 2007

Northern Rock PLC, Newcastle, UK

EDUCATION

MA Digital Games Theory and Design (Pass with Merit)

2007 - 2008

Brunel University, London, UK

BA (Hons) Economics with a Year in Europe (2.ii)

2002 - 2006

University of Leicester, UK

University of Gothenburg, Sweden