

# OWEN GRIEVE

## Game Designer

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

## SKILLS

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- 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:** Experienced with Unreal, Unity, Game Maker, Klik-n-Play

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

**Development Tools:** Git, Sourcetree, Perforce, Confluence, JIRA

**Game Knowledge:** Have been playing videogames extensively for over 30 years

## EXPERIENCE

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**Senior Systems & Economy Designer**  
Sumo Digital, Sheffield, UK

April 2021 – Present

**(Unannounced Projects)** / PC & Console

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

**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

Led 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.

The prototype was received well and taken in-house for further development, and I made a number of visits to their studio to help work through some of the big metagame design problems.

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## EXPERIENCE (Continued)

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**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

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**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