

MONROE BOTAN CV

GAME DESIGNER

<https://textthecasul.itch.io> 

<http://monroebotan.com> 

monroebotan@gmail.com 

ABOUT ME

As a game designer, I love designing gameplay systems that are engaging and stylish. I've worked on many different team and solo projects, which has helped me develop my skills as a game designer. Using my knowledge of Unreal and Unity, I love creating game prototypes to showcase my design work. I enjoy a challenge, thrive under pressure and possess the patience needed to handle any task.

PROFESSIONAL PROJECTS

Jurassic World Evolution 3 - GAME DESIGNER

Frontier Developments - (December 2024 - NOW)

Cobra Engine

Tasks Include:

- Ownership of the game's Challenge Mode.
- Redesign objectives for each level in Challenge Mode.
- Rebalancing the difficulty of each level in Challenge Mode.
- Setting Par Times for each level in Challenge Mode
- Playtesting the Campaign and Challenge game modes.
- Reporting bugs to Production
- Bug fixing

Planet Coaster 2 - GRADUATE GAME DESIGNER

Frontier Developments - (July 2023 - December 2024)

Cobra Engine

Tasks Include:

- Worked with the Game Director to fix critical design issues in the game
- Ownership of Ride Breakdown system in the game.
- Setting up new flat rides and coasters for the Art team.
- Using SQLite to set up database entries for scenery pieces.
- Playtesting the Campaign modes.
- Reporting bugs to Production
- Bug fixing

Overflow - PRODUCER

Octopus 8 Studios - (May 2022 - July 2022)

Unity Engine

Single-player Puzzle Platformer - Available on Itch.io

Team Size - 5

Tasks Include:

- Leading core concept design (Executive Summary, Design Pillars, Core Loops).
- Leading and assigning tasks to a designer, programmer, 2D artist & 3D modeler.
- Programming game functionality such as ocean physics & object buoyancy.
- Using Scrumwise to create weekly sprints to track productivity.
- Creating custom particle VFX using Unity Particle System.
- Creating custom materials & shaders using Unity Shader Graph.
- Creating and designing an Itch.IO page for Overflow.
- Creating marketing content for instagram.
- Editing and releasing a promotional trailer for Overflow using Premiere Pro.

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COMPETITION PROJECTS

***Disorderly Combat* - DESIGNER, PROGRAMMER**

Search For A Star Design Competition - Winner - (November 2022 - February 2023)

Unreal Engine 5

Single-player First-Person Shooter - Available on Itch.io

Solo Project

Tasks Include:

- Creating and maintaining a Game Design Document & Development Log.
- Core concept design (Executive Summary, Design Pillars, Core Loops).
- Designing gameplay systems (Entropy System, Enemies, Rating system).
- Creating a Numeric Design Document using Excel to generate in-game values.
- Designing levels (Greyboxing & High-Fidelity level creation).
- Programming game functionality such as player abilities, enemy ai & weapon functionality.
- Designing UI elements using Photoshop.
- Creating and designing an Itch.io page for Disorderly Combat.

OTHER EMPLOYMENT

Leon | Team Member

Date: September 2019 – March 2020

Tasks Include:

- Greeting customers when they enter the front door.
- Taking orders for customers and asking if they have any allergies.
- Serving the customer their food in under 20 seconds.
- Making coffees for customers.
- Restocking cutlery, cleaning tables and removing trash.

SKILLS

- Game Design
- System Design
- Numeric Design
- Level Design
- Unity Engine
- C# Language
- Unreal Engine
- Unreal Blueprints
- Clickteam Fusion 2.5 Engine
- Adobe Photoshop
- Adobe Premiere Pro
- Microsoft Suite

INTERESTS

- Playing, watching and writing about Video Games
- Building PC's
- Software modifying game consoles
- Console collecting
- Free Running
- Yoga
- Cheerleading
- Rollerskating
- Running social events
- Arts & Crafts including spraypainting
- Sewing clothes

REFERENCES

Available on request.