STUART FRASER

SENIOR / PRINCIPAL GAME DESIGNER – SYSTEMS • TECHNICAL • LEVEL DESIGN

Senior game designer with a proven track record in the gaming industry. With proficiency in in-game tools, familiar with game scripting, and have strong knowledge of game design principles. Delivering on live service, open world, and simulation titles. Adept at cross-disciplinary collaboration, QA leadership, and mentoring.

https://linktr.ee/felixofmars

SKILLS

GAME DESIGN
- Technical
- Systems
- Level Design

TECHNICAL
- UE 5 (Blueprints)
- Unity 3D (C#)
- Lua
- Python

TOOLS & SOFTWARE
- Perforce
- Git
- Microsoft Office
- Google Suite
- Jira
- Confluence
- Miro

PLATFORMS
- Android/iOS
- Meta Quest
- PlayStation 4/5
- Xbox Series X/S

SOFT SKILLS
- Team Collaboration
- Communication
- Interpersonal
- Problem Solving
- Flexible
- Adaptability
- Time Management

EXPERIENCE

LEVEL DESIGNER
BUILD A ROCKET BOY
Jan 2025 – CURRENT

- Designed and developed 10+ engaging levels, from concept to final implementation, ensuring they align with the overall game vision.
- Collaborated between a multidisciplinary team, including artists and programmers, to incorporate gameplay elements, logic, and aesthetics into levels.
- Utilised feedback from leads and directors to iterate on level design, maintaining a balance between creative aspirations and gameplay functionality.

SYSTEMS DESIGNER
TAG GAMES: A SCOPELY STUDIO
Dec 2023 – May 2024

- Delivered concept presentations to management team leading to securing approvals for 3 new features.
- Drove the design of the Stumble Workshop, including a custom thumbnail tool, while enhancing existing features for better content creation experiences.
- Conducted competitive research to guide development of new features, ensuring alignment with industry trends and expectations

TECHNICAL DESIGNER & COMMUNITY MANAGER
UNIT 2 GAMES: A META STUDIO
May 2021 – Dec 2023

- Created new events content within Crayta to promote 6 seasons and push periodic updates to the platform that increased our MUA.
- Worked with the community and live-ops team to make sure that we were delivering the correct content to the players.
- Research and development of upcoming features by creating test environments and implementing debug options for streamlined testing.

MAJOR TITLE CREDITS

MULTI-PLATFORM
- MindsEye
- Stumble Guys
- Crayta

CONSOLE
- Planet Coaster Console
- Thrillville

MOBILE/VR
- Kaiju City Showdown
- LightStream Racer
- Table Soccer

PC
- Rollercoaster Tycoon 3

UNRELEASED
- The Outsider (Frontier)
- BigFest (SCEE)
- Timesplitters Rewind

EARLIER EXPERIENCE

FRONTIER DEVELOPMENTS
- Principal QA Tester (2019 – 2021) - Led QA team of 12 on Planet Coaster Console & Jurassic World Evolution 2.

- Game Designer (2003 – 2011) - Balanced Rollercoaster Tycoon 3's economy, designed rides & shops, contributed to Thrillville and other shipped titles.

OTHER ROLES
- Virtual Arts - Content Developer (2018)
- Games Lecturer - Cambridge Regional College (2016-2018)
- Geomerics - Embedded Tester (2011-2016)
- Four Door Lemon -Technical Designer (2011)

EDUCATION
Teesside University - BA (Hons) Creative Visualisation (Sep 2000 - May 2002)
Teesside University - HND Visualisation (Sep 1998 - June 2000)