STUART FRASER

SENIOR GAME DESIGNER – SYSTEMS/GAMEPLAY

Game Designer with broad experience and shipped sandbox, simulation, and action titles across AAA and live service.

Extensive experience designing and balancing gameplay systems, progression loops, and player-driven mechanics within commerical game engines, production pipelines and proprietary tools.

Recent work delivering single-player UGC content with rapid prototyping, iteration, and cross-disciplinary collaboration.

Background in gameplay tuning, using player psychology and motivations to create satisfying and memorable titles.

https://linktr.ee/felixofmars

SKILLS

GAME DESIGN
- Technical Design
- Systems Design
- Level Layout & Geometry
- Games Design Documentation
- AI Encounters
- Blueprints & Scripting (C#,Lua)

SOFTWARE
- Unreal Engine 5
- 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

Build A Rocket Boy – Level Designer

Jan 2025 – Oct 2025

- Designed and implemented 10+ UGC scenarios for Mindseye using UE5 scripting and custom tools, maintaining high feature standards aligned with creative vision.
- Collaborated between a multidisciplinary team, including artists and programmers, to incorporate gameplay elements, logic, and aesthetics into levels.
- Took ownership of gameplay implementation details through full development cycles.

Tag Games : A Scopley Studio – Systems Designer

Dec 2023 – May 2024

- Owned the design and implementation of core systems in Stumble Workshop, driving feature iteration and quality across tools and live-ops pipelines.
- Regularly presented design proposals to leads and secured alignment across disciplines.
- Conducted competitive and player-data research to inform design decisions consistent with project vision.

Unit 2 Games : A Meta Studio – Technical Designer & Community Manager

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.

TITLE CREDITS

MULTI-PLATFORM
- MindsEye
- Stumble Guys
- Crayta

CONSOLE
- Planet Coaster Console
- Thrillville
- Thrillville : Off the Rails

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

PC
- Rollercoaster Tycoon 3
- *Timesplitters Rewind**

   *Non-commercial.

UNRELEASED

- The Outsider (Frontier)
- BigFest (SCEE)

EARLIER EXPERIENCE

Frontier Developments
- Game Designer (2003 – 2011) - Guided multiple simulation/party and open world/action games through the full development lifecycle, producing clear and comprehensive design documentation, game balance and scripting.

Other Roles
- Frontier Developments - Principal QA Tester (2019 – 2021)
- Wireframe Magazine - Writer (2018-2019)
- 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)