Stuart Fraser

GAME DEVELOPER & DESIGNER

+ SUMMARY

I am a highly experienced games developer and game designer with a proven track record in the AAA gaming industry who takes pride in what they develop. Over the course of my career, I have had the privilege of working with industry giants such as Sony, Disney, Meta, and LucasArts. My goal is to leverage my extensive expertise and creativity to excel in a games design role, where I can continue to contribute to the medium of interactive entertainment.

+ EXPERIENCE

GAME DEVELOPER AND COMMUNITY MANAGER

UNIT 2 GAMES - A META STUDIO (LEAMINGTON/REMOTE)

📅 May 21 – Current 📋 Crayta (Stadia, FB Gaming, Epic Store), Horizon Worlds (Quest 2, Quest Pro)

- Aiding research and development of new features coming to Crayta by creating test environments and including debug features for review meetings.
- Appearing on stream or Discord to experience the new UGC games, and discuss player issues, and new features.
- Creating showcase worlds using the new assets and gameplay features for up-and-coming battle passes.
- Developing and balancing gameplay mechanics for a new title.
- Working with Metas' tools to publish Crayta and creators' games on FB Gaming.

PRINCIPAL TESTER

FRONTIER DEVELOPMENTS (CAMBRIDGE)

📅 Mar 19 – May 21 📋 Planet Coaster (PC/XBSX,PS5,PS4,XB1), Jurassic World 2 (PC/XBSX,PS5,PS4,XB1)

- Leading and managing a QA team on assigned projects and instructing and documenting best practices.
- Keeping the team updated with their tasks and focus and overseeing the preparations for the collaboration with outsourcing to make sure they had ample guidance and focus.
- Performing feature and release testing for multiple games and DLC following regression, acceptance, and functional methodologies.
- Raising critical issues, and feedback and highlighting problems with the production team so they can be triaged.
- Developed comprehensive test plans, test cases and scenarios that maintained the expected quality level for our games.

PROGRAMMING CONSULTANT/WRITER

FREELANCE (CAMBRIDGE)

📅 Nov18 – Jan 20 📋 Theme Park Simulator Ride.

- Implementation of an interface for a bespoke simulator ride for Disney using the Unity engine.
- Wrote for multiple Wireframe magazine game creation tutorials which led to a full Bookazine that covered how to create a first-person shooter in Unity and C#.

CONTENT PROGRAMMER

VIRTUAL ARTS (CAMBRIDGE)

📅 Jun 18 – Nov 18   📋 LighStream Racer (iOS)

- A content programmer using C# & Unity to develop games & apps utilising VR/AR on mobile platforms and VR headsets.
- Implementing features including an AR photo-shoot mode, adding online capabilities, and bug fixes.
- Prototyping new games and experiences alongside the design team.

LECTURER

CAMBRIDGE REGIONAL COLLEGE (CAMBRIDGE)

📅 Oct 16 – Jun 18   📋 N/A

- Giving students the knowledge and experience of games design theory such as player psychology and the development of games in GameMaker, UE4 and Unity.
- Providing clear, balanced and timely feedback to all students to support their learning.
- Supporting students with their progression onto University courses or a games industry role.

QA ENGINEER

GEOMERICS - AN ARM COMPANY (CAMBRIDGE)

📅 Nov 11 – Oct 16   📋 Enlighten (A multiplatform GI solution for games engines.)

- Creation and maintenance of documentation related to our testing procedures, quality standards, QA policies etc.
- Working alongside the internal developers to make sure new features are understood and tests are created as these are developed.
- Working with external developers and partners to educate them on the best practices of using Enlighten in their engines.
- Running and supporting automated testing utilising Python, Lua, and image recognition software.
- Assisted with recruitment efforts to strengthen the QA team.

TECHNICAL DESIGNER

FOUR DOOR LEMON (BRADFORD/REMOTE)

📅 Apr 11 – Oct 11   📋 Table Soccer (Vita)

- Developed a PlayStation Vita augmented reality game and coordinated the production of art assets through external outsource team.
- Created interface wire frame/mock-ups, design documentation and prototyping game concepts.

DESIGNER

FRONTIER DEVELOPMENTS (CAMBRIDGE)

📅 Jan 03 – Jan 11   📋 Rollercoaster 2 Expansions (PC), Rollercoaster Tycoon 2, Thrillville, Thillville:OTR

- Creation of and collaboration on documentation to promote the design vision to all stakeholders involved in the development process.
- Collaborated with multidisciplinary teams, including the programming, audio, and art teams, to ensure the creation of immersive and engaging gameplay experiences.
- Reviewed editor tools and proposed improvements to the development team.
- Produced high-quality and engaging level layouts for an unreleased open-world game set in Washington DC.
- Took gameplay systems and features from conception, through implementation and into the final product.

+ UNRELEASED/ADDITIONAL PROJECTS

TIMESPLITTERS REWIND
A fan-made remake of all the TimeSplitters games using UE4. I am focused on scripting the OG Challenge modes using Blueprints and bug fixing; This includes art optimisation, level design fixes, small art fixes and code fixes. As some of the team have no/little industry experience I have helped mentor them to make sure they understand the tools and methodologies.

BIGFEST (VITA)
At Four Door Lemon we pitched a music festival simulator, which was then released via another developer, the core game design remains intact. I worked on the initial pitch document and areas of the initial design documentation to improve the core gameplay loop.

THE OUTSIDER (PS3/XB360)
During my time at Frontier, I worked on an open-world action game similar to WatchDogs set in Washington DC. In my 5 years on the project, I initially reviewed the editor tools to make them more user-friendly. I then work on both designing the exterior road system to be fun but stay true to the real-world city and designing internal levels for the location you visit during side-quests.

+ SKILLS AND ABILITIES

DESIGN
Game Design, Level Design, Grey-boxing, Game balancing, Implementation.

ENGINES
UE4, Unity 3D, GameMaker, Cobra Engine.

SOURCE CONTROL
Perforce, Git, SVN, Blueprints.

PROGRAMMING
C#, Python, Lua.

OTHER
3ds Max, Photoshop, Premier, Discord, Streaming, Console and mobile development.

SOFT SKILLS
Team Player, Adaptable, Problem Solver, Self-starter, Multitasker, Generalist.