

# Stuart Fraser

## GAME DEVELOPER & DESIGNER

<http://stuart-fraser.com>

### + 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. As part of my personal career growth I have worked on fan-made projects such as Timesplitters Rewind and developed showcases in engines and tools such as UE4/5, UEFN and Unity. I'm always keen to improve processes and practices to the development pipeline and help make the games I work on a success.

### + EXPERIENCE

---

#### SYSTEM DESIGNER


##### TAG GAMES - A SCOPELY STUDIO (DUNDEE/REMOTE)

 Dec 23 - Current  Stumble Guys (Android, iOS, XBOX, XB1, Switch)

- Designing new features and systems and improving existing features.
- Creating and delivering side decks to stakeholders to get sign-off on new features.
- Research into new features and 'best practices' for our creators.

#### GAME DEVELOPER AND COMMUNITY MANAGER

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

 May 21 - Dec 23  Crayta (Stadia, FB Gaming, Epic Store), Horizon Worlds (Quest 2, Quest Pro)

- Facilitating research and development for upcoming Crayta features by setting up test environments and adding debug options for easy access.
- Participating in live streams or Discord sessions to engage with creators, provide feedback on their UGC games, and discuss new features in Crayta.
- Utilising Crayta's Lua API to script and develop new games and experiences within the platform.
- Designing showcase worlds with new assets and gameplay features for upcoming battle passes.

#### PRINCIPAL TESTER



##### FRONTIER DEVELOPMENTS (CAMBRIDGE)

 Mar 19 - May 21  Planet Coaster (PC/XBOX,PS5,PS4,XB1), Jurassic World 2 (PC/XBOX,PS5,PS4,XB1)

- Leading and managing a QA team on assigned projects, while instructing and documenting best practices.
- Keeping the team updated on their tasks and priorities, and overseeing preparations for collaboration with outsourcing partners to ensure they had clear guidance and focus.
- Conducting feature and release testing for various games and DLC using regression, acceptance, and functional testing methodologies.
- Reporting critical issues and feedback, and highlighting problems to the production team for triage.

## **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  LightStream 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.

## **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

- Created and collaborated on documentation to communicate the design vision to all stakeholders involved in the development process.
- Worked closely with multidisciplinary teams, including programming, audio, and art, to ensure the creation of immersive and engaging gameplay experiences.
- Reviewed editor tools and suggested improvements to the development team.
- Developed high-quality and engaging level layouts for an unreleased open-world game.
- Guided gameplay systems and features from conception through implementation to the final product.

## + UNRELEASED/ADDITIONAL PROJECTS

---

- FORTNITE CTF MAP** I utilised the UEFN editor to create a capture-the-flag map inside of Fortnite by using the tools that Epic has already provided and some basic scripting for the game mode. With my prior knowledge of map building I used methodology such as asymmetrical design and adding focal points of the map to give a purpose to the playable spaces.
- 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, 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.