OSCAR WIGHTMAN
Game Designer

CONTACT DETAILS

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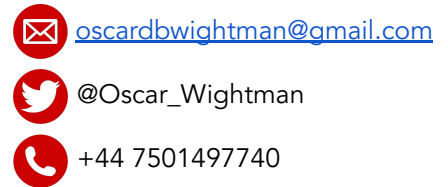
ABOUT ME

I'm Oscar Wightman, a Game Designer, Narrative Designer and Writer. Looking to find a new position in the games industry specifically looking to further my career within game development, as both a system designer and a Storyteller.

EDUCATION

2017-2020
Bachelor of Science, 2 : 1
Games Design and Production
(Took optional courses with a focus on Game Engine and Design fundamentals)
Salford University, UK

SKILLS

Software
Unity3D
Unreal Engine 4
Visual Studio
Perforce
Jira
Redmine
Game Analytics
Microsoft Teams
Microsoft Office Suite
Google Office Suite

Programming Languages
C#
Python

Game Design
Narrative Design
Story Design
Game Writing
Project Management
Worldbuilding
Game Dialogue
Quest Design
Game Documentation
Game Programming
Game Feel
UI Design
Level Design
Object Oriented Programming
Agile Pipeline
Gameplay Testing Analysis

Writing
Narrative Structure
Storytelling
Dialogue
Branching Dialogue
Non-Linear Storytelling

EXPERIENCE

Technical Designer

Team17, Salford, UK
July 2022 - March 2023

As a core part of the design team, I worked closely with Programmers, Artists and Producers on Internal and external titles across Team17's library, such as:

Golf With Your Friends: Designed, worked with artists to craft, and implemented, the 100% positive Steam reviewed *Pizza Party Pack* downloadable content. - Implemented and Designed new UI and functionality surrounding the new Couch Mode. - Designed levels, crafted narrative, and implemented mechanical functionality for levels for unreleased NDA content.

Overcooked! All You Can Eat: Worked to a tight sign-off deadline, to resolve bugs and mechanically design functionality for complex levels.

Hell Let Loose: Using Unreal Engine to implement haptic controller support and achievements for Playstation 5 and Xbox Series consoles, as well as implementing credits.

The Unliving: Using Rewired in tandem with Unity3D designed and implemented controller changes and new functionality for better game flow.

QA Analyst

Team17, Salford, UK
December 2021 - July 2022

Working within Team17's QA team. Testing primarily *Hell Let Loose.*

Game Designer/Narrative Designer/Programmer

Salford University, Salford, UK
February 2021 - August 2021

As an internship with the University of Salford, I became Lead Narrative Designer, Game Designer and Programmer as part of a team for Salford Uni Careers Service

Writing for Publication

Altus: A City Alone - A D&D 5th Edition Campaign Book
January 2020 - Present

Writing a 190+ page Dungeons and Dragons 5th edition campaign book:

● Writing/Designing to a deadline and structuring and crafting the 8 chapter, non- linear structure, where player's choices can manipulate details of the storyline.

● Designing over 20 gripping quests, using understanding of player motivation to increment and develop techniques within own specific quest design philosophies.