JAMES MOYSE

Game Designer | Systems Design

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Summary

Game designer with 3 years of professional experience, specialising in gameplay systems with supporting UI/UX and level design experience.
With 7+ years working in Unreal Engine, backed by a game design degree and feature ownership experience, I deliver well-considered, concise and clear designs through prototyping, playtesting and iteration.

Skills

Design: Systems Design • UI/UX Design • Level & Encounter Design • Procedural Systems • Balancing & Tuning • Design Documentation (Confluence, Nuclino) • Feature Ownership • Prototyping & Iteration • Player Feedback Integration • Agile/Scrum
Technical: UE5 (Blueprint/Level/Event Scripting) • Figma • Version Control (Perforce, Git) • Basic 3D modelling • Unity

Professional Experience

Game Designer, Behaviour Interactive
Worms Across Worlds | Unity | 2023 – 2024
A modern take on the classic turn-based Worms chaos, built for Apple Arcade.

Key Contributions:

- Designed wireframes and UI/UX flows that aligned design, UI and engineering early, reducing iteration time and ensuring intuitive menu navigation.
- Created new feature concepts that expanded the classic Worms toolkit while preserving the series' identity and tactical depth.
- Contributed to adaptations of the franchise's controls for gesture-based mobile input, maintaining accessibility without compromising feel, utility or depth.
- Designed multiplayer systems – including matchmaking flows, player profiles and customisation – built for short mobile play sessions and long-term engagement.

Junior Game Designer, Antimatter Games
IGI: Origins | UE5 | 2021 – 2023
A Cold War-era stealth FPS blending realistic espionage, tactical stealth and non-linear missions.

Key Contributions:

- Owned design for 3C/Inventory, UI/UX and reusable level elements, acting as the point of contact across disciplines, driving solutions to design problems and maintaining all documentation.
- Iterated on player tools to create meaningful trade-offs, providing clearer feedback and supporting multiple playstyles.
- Worked with level design to improve onboarding through play and integrate level elements effectively, refining encounters to teach mechanics naturally and offer varied challenges with multiple valid approaches.
- Coordinated cross-discipline sprint taskforces, planning work, resolving blockers and acting as the central communication point while delivering my own design responsibilities.
- Built rapid prototypes to validate feature ideas early, reducing iteration cost and improving design quality before full implementation.

Other Selected Projects

Project: Vanguard (Prototype) | Solo Developer | UE5 | 2024 - 2025
Independent Systems Design Exploration

- A prototype exploring gameplay that blends deck-building roguelikes and tactical turn-based shooters.
- Rapidly prototyped and iterated on core combat and progression systems to inform future design work and documentation.
- The project was reset to apply lessons learned and begin a fresh iteration, forming the basis of a systems-focused dev diary documenting gameplay systems, design decisions and development process.
    - https://jamesmoysegamedesigner.co.uk/dev-diary

Station 86 | Game Designer, Programmer, Level Designer | UE4 | 2021
Indie Project

- Collaborated with a small post-graduate team to design and deliver a complete, playable experience for our portfolios.
- Contributed to core gameplay systems and level design, iterating based on internal playtesting.
- Released publicly on itch.io.

Boxed In | Game Designer, Programmer, Level Designer | UE4 | 2020
Selected University Project

- Final-year team project developed within a multidisciplinary student team.
- Designed and iterated on core mechanics and encounters, supporting onboarding and difficulty progression.
- Released publicly on itch.io.

Education

BA (Hons) Game Development (Design)
2:1, Falmouth University (2017 – 2020)

For three years I collaborated with other students on long-term, self-directed projects. In my second and third year I worked with the same small team on year-long projects, where I worked as Game Designer, Level Designer and Programmer using Unreal Engine's Blueprints.

BTEC National Diploma, Game Development
Merit, Varndean College (2014 – 2016)

I completed a two-year general course in game development, covering design, art, audio, and programming. It was a fantastic introduction to every stage of making games and it sparked my passion for design.

Additional Links

Portfolio, see projects I've worked on: jamesmoysegamedesigner.co.uk/portfolio
Dev Diary, explore my design process in depth: jamesmoysegamedesigner.co.uk/dev-diary