

About me

As an energetic and inventive game designer, I am committed to pushing the boundaries of creativity. My passion for games drives me to continuously learn and take on new challenges, eagerly diving into each project with enthusiasm and determination.

Technical Skills

- Unreal Engine 4/5 Blueprints
- Unreal Engine Modelling kit
- Unity Engine C#
- Unity Engine Probuilder
- Proprietary engines
- Autodesk Suite (3DS Max, Maya)
- Visual Studio
- Adobe Creative Cloud
- Jira, Hansoft, Trello, Hack'n'Plan
- Github, Perforce, BitBukkit
- Figma
- Microsoft Office Suite
- Level Design
- Game Design
- Technical Design
- Agile Development

Interpersonal Skills

- Communication
- Time management
- Organization
- Problem Solving
- Team leadership and management
- Adaptability and resilience
- Critical and analytical thinking
- Project planning and execution
- Collaborative and independent working

Hobbies and interests

- Game Development
- Board Games
- Horror & Sci-fi literature
- Tabletop roleplaying Games
- Skateboarding
- PC Repair & building

Jack Burrup

Level Designer

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Work Experience

Infinity 27, Remote - *Freelance Level & Quest Designer (July 2024 - October 2024)*
Fixed Term Contract

- Created comprehensive pre-production designs for level and quest.
- Participated in Scrum meetings to monitor progress.
- Used Unreal Engine modelling tools to create a comprehensive level blockout.
- Set dressed a beautiful corner to communicate artistic intention.

Sumo Digital, Nottingham - *Level Design Work Experience (2024)*
Fixed Term Contract

- Participated in ideation meetings for early ideation of an original IP.
- Re-designed an existing level to better fit new design principles.
- Participated in playtesting sessions of an original IP and provided user experience feedback.

Dambuster Studios, Nottingham - *UX Tester (2021)*
Fixed Term Contract

- Provided input on the user experience on an early development of Dead Island 2.
- Testing two finished levels, including side objectives as well as providing input on pacing and flow of gameplay.

Additional experience

- **Third year university group project** - Worked from a brief provided by sumo digital to make a spin off title to their IP "Snake Pass". During this project I documented the game design and level design as well as blocked out the level design in a propriety engine running on a PS5 Dev kit.
- **Second year university group project** - *Gameplay Design, Level Design, C# scripting, Unity Engine*
- **5 Game jams:** UGJ#100, GGJ 2024, GGJ 2023, GMTK Jam 2020, Personal Jam 2020

Education

Sheffield Hallam University

BA(Honours) Games Design and Development (1st Class)
September 2021 - June 2024

Confetti Institute of Creative Technologies

BTEC Level 3 Creative Digital Media (Distinction Distinction Distinction)
September 2018 - June 2020

Trinity Catholic School

8 GCSEs (Grade 4 and above) - Including English Language and Maths
September 2013 - June 2018

Achievements

- Grads in games "Search for a star 2024" One To Watch (2024)
- Showcased game "Perspective" at National Video Game Museum (2024)
- Completed Infinity 27s Level and Quest design bootcamp (2024)
- Finalist for Sheffield Hallam University End of year show (2023)
- Limitbreak mentee (2024)
- Participated in Into Games Level Design sprint course ran by Oliver William Walker (2024)