
Daniel Saunders

Game Designer

Experience

Frontier Developments

Current: Game Designer (01/06/21 to Present)

Formerly: Graduate Designer (02/09/19 to 01/06/21)

At Frontier, I have served as a Game Designer for over four years. During this time, I have shipped two games from pre-production and prototype (Elite: Dangerous Odyssey and Warhammer Age of Sigmar: Realms of Ruin).

On Realms of Ruin, I was the design point of contact on the creation of an in-house scripting system we used to create the campaign, using this to create the first prototypes, a vertical slice demo and a tutorial demo shown to press and influencers. Alongside this, I worked on multiple missions and gameplay features for the game's campaign.

On Odyssey, I took charge of the Mission System after the departure of a previous lead designer. For the launch of the expansion, I created the full suite of missions using in-house tools and Lua scripting. I continued to support the game after Odyssey's release with new gameplay features and content until December 2021.

On both projects, I've had experience onboarding and mentoring graduate and full designers, as well as tutoring senior members of teams with how to use existing and new content development tools.

Professional Training

Media Training and Presentational Skills

- Represented Warhammer Age of Sigmar: Realms of Ruin at Gamescom 2023 alongside the Lead Designer in behind closed doors presentations and demos
- Met with Press at Warhammer World with Frontier PR team for Realms of Ruin pre-launch interviews
- Represented Frontier at Develop 2023, assisting with recruitment and external networking

Education

Staffordshire University

BSc (Hons) Computer Games Design

First Class with Honours

September 2016 to July 2019

Contact

Email xaundersd@gmail.com

Portfolio <https://xaunders.work>

LinkedIn <https://www.linkedin.com/in/xaundersd/>

References available upon request.

Skills

Quest and Level Design

- Designed and implemented missions and levels for single-player and multi-player games
- Implementation using in-house tools, including iteration upon both narrative-driven content and rulesets for procedural generation of missions
- Use of Microsoft Excel to assist with balancing for various rules, including rewards and penalties
- Prototyping, iteration and polish of gameplay scripts

Gameplay and System Design

- Primary designer for the creation of an in-house visual scripting system used for the campaign of Realms of Ruin, working closely with highly-skilled code team throughout the project
- Knowledgeable in many aspects of gameplay design, such as: game loops and arcs, the 3C's and end user experience design

Scripting

- Experienced with Lua scripting various gameplay scenarios
- Proficient with visual scripting using both Unreal Blueprints and in-house tools

Interpersonal Skills

- Worked with Production and various disciplines to triage tasks and help lead areas of development
- Mentored, tutored and onboarded designers at multiple skill levels
- Experienced with collaborative problem solving through meetings and one-on-one conversations