
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)

Worked initially as a level designer for Elite Dangerous: Odyssey, I designed and created various interior tile sets for the expansion's many planetary settlements.

By mid-December of 2019 I was responsible for the flow design and implementation of all mission types featured in Odyssey. With constant tweaking and iteration throughout that time.

I worked independently as a mission designer, with some guidance and feedback from a principal designer, working with a talented group of programmers and writers until late June of 2020, when I was joined by a more experienced game designer to teach me and to help me with higher level design decisions, polish and balancing.

Voluntary Experience

Staffordshire University

Academic Representative

October 2017 to June 2019

Collected feedback from students and pitched feedback and solutions to university lecturers and management.

Major influences included feeding student feedback about and pitching changes to the Collaborative Games Development module which assisted in restructuring this for the new year.

Education

Staffordshire University

BSc (Hons) Computer Games Design

First Class with Honours

September 2016 to July 2019

Northbrook College Sussex

UAL Extended Diploma in Creative Media Production and Technology (Games Development)

Merit

September 2015 to June 2016

Contact

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Portfolio <https://xaundersd.work>

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

References available upon request.

Skills

Mission / Quest Design

- Designed missions through the use of flowcharts and pacing graphs to define the player experience
- Implementation using in-house tools, including design and iteration upon systems 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 lua scripts, created to run gameplay scenarios for missions

Lua Scripting

- Comfortable with using lua to script various game-play scenarios for single-player and multi-player
- Worked with code and design teams to ensure my scripts worked with all gameplay interactions

Level Design

- Experienced with the design, creation and iteration upon level tile sets used to build interiors for levels
- Iterated based on feedback from reviews organized by Senior Design, Senior Art and a Game Director

Gameplay

- Knowledgeable in many aspects of gameplay design, such as: game loops and arcs, the 3C's and end user experience design

Other Skills

- Proficient with Unreal Engine 4 and Blueprints
- Experienced with communicating and collaborative problem solving through meetings and one-on-one calls