SAUL BOOKEY

Technical Games Designer

Contact Information

Address : Liverpool, United Kingdom
Willing to relocate? **Absolutely**

Willing to relocate abroad? **Absolutely**

Email : saullb@hotmail.co.uk

Portfolio : www.gamesbysaul.co.uk

Links

- Saul Bookey
- GamesBySaul
- @GamesBySaul
- GamesBySaul

Technical Skills

- Agile Practices
- Microsoft Office Tools
- Kanban Software
- Gameplay Design
- Programming
  - C++
  - C#
  - Blueprint (Visual)
  - Python
- Version Control:
  - Git
  - Github Desktop
- Game Engines:
  - Unreal Engine 4
  - Unity
- Content Creation

Key Skills

- Communication
- Time Management
- Teamwork
- Mentoring
- Leadership
- Customer Service
- Critical Thinking
- Problem Solving

Hobbies

- Cooking
- Exercise
- Photography
- YouTube
- Cycling
- Live Streaming
- Video Games

Achievements and Awards

- Bafta Albert 2020
- Deputy Head Boy, King David High School
- Course Representative for three years of my degree
- Created the first Confetti Student Discord
- Student mentor in second year of degree

References

Andrew Jones
Email: andrew.jones@ntu.ac.uk

PERSONAL PROFILE

I have played games my whole life, and I realised from a young age that working with games was something I wanted to do. In 2019 I started to develop my own games, and since then I have shipped multiple titles for pc and for mobile. I love the game development community getting involved with it through Game Jams, Discord and through YouTube, I also have my own YouTube and Discord server I use to connect with people and to document my journey.

I primarily enjoy showcasing my design skills by working on small mechanics, prototypes and projects to improve as a designer and a developer.

EXPERIENCE

RED KITE GAMES - LEEDS

Technical Games Designer
August 2022 - Present

My responsibilities include doing that of which a Games Designer would do, prototyping mechanics before they go to engineers, writing documentation using software such as Confluence. My main responsibility is design for AI, which includes using behaviour trees, writing design documents for the AI, ensuring their behaviour is as expected by senior and lead designers. Communication is also a big part of this role as there needs to be a constant conversation with Producers, Engineers and other Designers to ensure the goals for the project/prototype are met.

CORRIDOR SIM - CONFETTI

Lead Programmer and Designer
Dec 2020 - May 2021

This was a 2nd Year University project, created by a team of five people. I was the lead programmer, and we were all designers. It is a puzzle-based psychological horror game, built with Unreal Engine 4. As we designed the project, we used numerous flowcharts to ensure all of the puzzles were clear and would allow the player to reach the ending while also having a fun experience. As lead programmer, I ensured the mechanics and features were adaptable by making use of the Unreal interface and inheritance system.

SIMULATION B - CONFETTI

Sole Developer
Dec 2019 - May 2020

This was a 1st Year University project, with a brief of taking a game we already enjoyed and enhancing it with more or improved mechanics. I chose SuperHOT to base my project around, and I decided to add two main features, firstly, parkour by adding sliding and wall running, and secondly it was verticality, as I believe the original lacked a vertical aspect so I made so to include one in my creation. This project was also picked to be part of the Confetti Degree showcase in 2020.

EDUCATION

Games Production BSc
CONFETTI INSTITUTE OF CREATIVE TECHNOLOGIES, PART OF NOTTINGHAM TRENT UNIVERSITY
2019 - 2022 - 1st Class Degree

A Levels
KING DAVID HIGH SCHOOL, LIVERPOOL
2019 - Mathematics (B), History (B), Computer Science (C)