

TOBI ALAO

Game Designer — World · Combat · Systems

Nottingham, UK ■ 07756 270295 ■ alaot@outlook.com ■ Full UK right to work (ILR) ■ Portfolio ■ LinkedIn ■ Re:Fracture on Steam

PROFILE

World designer with an MA in Game Design and 1.5 years on the next Dead Island title at Dambuster Studios, owning features end to end: hazards, interactions, journals and new enemy systems. Works daily across level design, art, audio, narrative, code and QA, and has written or rebuilt 50+ design documents. Outside work, designs and directs **Re:Fracture**, a UE5 action game built through a multi-agent AI pipeline. Seeking a mid-level world, combat or systems design role.

EXPERIENCE

Junior Game Designer (World) — Dambuster Studios, Nottingham

May 2025 – present · Next instalment in the Dead Island franchise (unannounced)

- Owned multiple features end to end (environmental hazards, world interactions, the journal system), from kickoff meetings and specs to implementation, testing and sign-off.
- Designed and supported new enemy systems, working closely with level design so features landed in real spaces, not just test maps.
- Wrote or took over 50+ design documents, restructuring inherited docs so other departments could find answers fast; praised by leads for speed and efficiency.
- Self-managed in Jira: wrote my own tasks, booked the meetings, and found, logged and cleared bugs proactively, partnering daily with art, audio, narrative, code and QA.
- Superstar of the Month:** an honourable mention in my first year, plus two nominations. Hosted a work-experience student and gave a live talk at an industry exhibition on getting into games.

Designer & Director — Re:Fracture (independent UE5 action game, codename Project Contrast)

July 2024 – present · Steam demo October 2026

- Designed a high-speed combat and traversal kit in Unreal Engine 5: combo melee with perfect dodge and counter, a three-tier charge jump with a perfect-release window, a teleport strike, an aerial slam, wall latch, vault and slide.
- Designed the enemy roster, a multi-phase sub-boss and a procedural encounter system, plus a no-HUD readout language that shows charge and health on the character herself.
- Tuned traversal from measured data, using an automated test bot in a metrics gym, rather than by feel alone.
- Run production as a multi-agent AI pipeline (Claude Code, Codex): I set design and art direction, concept the art, write the briefs and own every approval gate.

Trainee Teacher, Computer Science — Leicester & Leicestershire SCITT

August 2024 – May 2025

- Planned, taught and marked KS3–KS4 Computer Science for Years 7–11, using adaptive teaching, scaffolding, retrieval practice and assessment for learning; ran behaviour management through consistent routines.
- Assisted with the school coding club. Teaching an unfamiliar system to a room of beginners is onboarding and tutorial design in practice.

Earlier: Bar Supervisor, What a Goal, Leicester (2022–23), leading a team of 5 · Bartender, Simmons, London (2021–22)

SKILLS

Design	World and level design, combat, systems and mechanics, enemy and encounter design, feature ownership, player feedback and readability, narrative
Engine	Unreal Engine 5 (Blueprints, gameplay systems, data assets, blockout), Unity (familiar)
Production	Jira, Confluence, Perforce, Git, design documentation, bug triage, playtesting, cross-department planning
AI workflows	Directing multi-agent pipelines (Claude Code, Codex), briefs and approval gates, automated test harnesses
Art	Concept art, Photoshop, Illustrator, Maya (basics)

EDUCATION

MA Game Design, Kingston University (2023–2025). Thesis: player engagement with in-game characters and experiential learning.

BA Computer Games Design: Narrative Development, University of East London (2019–2022). Level Design, Advanced Narrative, Script Writing; thesis on player choice in moral dilemmas.

A-Levels: Economics, English Literature & Language, Psychology. Old Swinford Hospital, academic scholarship (2018).