

# LUKE BOTHAM

## LEVEL AND GAME DESIGNER

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UNITED KINGDOM

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## SKILLS

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- **Editors** - Unreal Engine 4, Hammer Editor, Unity 3D, Decima Engine
- **Design & Art Applications** - 3DS Max, Maya, Photoshop, Flash, SketchUp, Twine.
- **Programming & Scripting** - LUA, Unreal Blueprints, JavaScript, C#, HTML, CSS.
- **Management** - Agile Development, Scrum, Waterfall Methodology.
- **Other** - Perforce, DevTrack, HanSoft, Shotgun, Adobe and Microsoft software packages.

## PROFESSIONAL GAME DEVELOPMENT EXPERIENCE

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*Planet of the Apes* PlayStation 4/Xbox One/PC February 2016 – Current  
**Designer - The Imaginati Studios (The Imaginarium Studios)**

- Designing and Prototyping systems and Mechanics throughout the Development of the Game.
- Planning for pre and post production.
- Responsible for Design decisions across the whole project.
- Liaising with other departments to represent Design decisions.
- Presenting product to stakeholders.

*Horizon: Zero Dawn* PlayStation 4 August 2013 – January 2016  
**Quest Designer - Guerrilla Games Amsterdam**

- Designing and Implementing multiple Quests from concept to completion.
- Designing and Iterating on systems and features.
- Maintaining features as they progress through development.
- Assisting on improving workflow and tools.
- Worked closely with Game and Art Director to produce multiple deliverables.

*Horizon: Zero Dawn Greenlight* PlayStation 4 March 2013 – May 2013  
**Design Intern - Guerrilla Games Amsterdam**

- Designing and implementing content.
- Designing and Prototyping features.
- Worked closely with Game and Art Director to produce multiple deliverables.
- Planning systems for full production.

*Killzone Mercenary*                      PlayStation Vita                      October 2012 – February 2013

**Design Intern - Guerrilla Games Cambridge**

- Content Cleaning Levels, this enabled the level designer to focus on gameplay and balance issues.
- QA, responsible for bug tracking and finding reproduction steps for existing bugs.
- Bug fixing, fixing minor issues to enable level designers to focus on other tasks.

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**GAME JAM AND PERSONAL DEVELOPMENT EXPERIENCE**

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*Upsy Down*                                      Flash Game                                      July 2012 - 48 Hours

**Brains Eden Game Jam - 2nd Place Prize**

- Responsible for designing levels, using a 2d array and text editor to change values of tiles to construct functioning puzzle levels, 28 levels in total.
- Coding Assistant to help with problems and talk through possible solutions.
- Spent a large amount of time creating levels to show the player how to play.
- Organized levels in term of difficulty.

*Squidgies*                                      Flash/AIR Game                                      February 2013 - 48 Hours

**GameHackDays - Honorable Mention**

- Responsible for level design of initial bulk of levels.
- Attempted to integrate additional APIs to make use of Stage3D.
- Edited existing level editor to work with new game.

*Social Space*                                      Flash Game                                      May 2012 – 24 Hours

**GameHack 2012 - Best Social Game**

- Worked as a secondary coder and scripter.
- Integrated Artwork

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**EDUCATION**

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June 2013                                      University Campus Suffolk                                      Ipswich, UK

**BA (Hons) Computer Games Design**

Second-class honors, upper division (2:1)

Specialization in Level Design and Agile Development