

SKILLS

Almost 15 years of professional design experience in the game industry, and in a large variety of roles. I work best when wrangling huge complex game systems at the high level, and then also implementing and tuning the detail work needed to support that system at the low level.

Some more specific skills and areas of design I am looking to explore on my next project(s):

- systems driven games
- high player agency & expression
- simulations
- AI (non-combat)
- procedural generation
- emergent narrative systems
- new/experimental tech (i.e. machine learning)

EXPERIENCE

TEAM LEAD GAME DESIGNER, Ubisoft Toronto

2016-2021

Watch Dogs Legion / 2020 / PC & Consoles

Design lead on procedural generation and simulation systems involved in the "Play as Anyone" pillar, including: narrative tools and technology development (writing, audio, cinematic, and localization support for procgen characters and dynamic dialogue) and procedurally generated AI (assembling assets/data to generate coherent characters, narrative backstories, relationships, persistent schedules, recruitment systems, and more).

DESIGNER, Insomniac Games

2010 - 2016

The Edge of Nowhere and **Feral Rites** / 2016/ PC & Oculus Rift VR

General design tasks (scripting, level design, story development, puzzle design). Created development guidelines (level design, camera, UI, fx, art) to mitigate simulation sickness. Left prior to shipping.

Sunset Overdrive / 2014 / Xbox One

Focused mainly on integrating many large and small systems together to make a smooth open world experience, such as downtime between missions, shared spaces (quest/mission hubs), roll out of content, abilities, and rewards (macro progression), and miscellaneous open world systems such as collectibles, vendors, fast travel, maps, checkpoints/respawn, and player vanity. Continued support for two DLCs.

Fuse / 2012 / 360 & PS3

Level design, combat design, and scripting for a third-person team-based cover shooter. Designed and balanced rpg-lite skill tree, upgrade systems, and economy (XP and currency).

ASSOCIATE DESIGNER, Insomniac Games

October 2010 – 2011

Liz England
Systems Designer

Toronto, ON
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Resistance 3 / 2010 / PS3

Took over two large sections of gameplay and brought it from pre-Alpha to shipped quality for a first-person shooter. Combat design, lua scripting, gameplay markup, boss design, etc.

GAME DESIGNER, 5TH Cell Media

April 2008 - October 2010

Scribblenauts Unlimited / 2012 / Wii-U & PC

Preproduction only. Redesigned A.I. system behaviors and designed new player tools for user generated content to create their own objects and custom behaviors.

Super Scribblenauts / 2010 / Nintendo DS

Led the design of major systems in an emergent sandbox-puzzle game. Developed a game dictionary of “every adjective”, including the design and implementation of behaviors/systems to simulate dynamic “adjective + object” gameplay.

Scribblenauts / 2009 / Nintendo DS

Extensive systems design for an open sandbox-style puzzle game focused on emergent gameplay behaviors. Developed a game dictionary of “every object”, designed object functionality/interaction systems to simulate real world objects, and additional level design.

DESIGN INTERN, Volition Inc.

June 2008 - September 2008

Saints Row 2 / 2008 / PS3, 360, & PC

Mission scripting, dialogue, designer cutscenes, markup, and miscellaneous design tasks

EDUCATION

Master of Interactive Technology

Southern Methodist University, Plano, TX, 2006-08

B.A. in English Literature

Marist College, Poughkeepsie, NY, 2002-06

Additional Coursework

- University of Washington, 2009 - UX/user-centered design
- Oxford University, Oxford, UK, 2004-05 - playwriting, medieval literature, Old English studies
- Freie Universitat, Berlin, DE, 2003 - creative writing, philosophy