Portfolio - www.coleunderwood.net

👤 About Me

"I am a UK-based Game and Narrative Designer with four years of industry experience. My portfolio includes two shipped titles—Sniper Elite 5 and Little Hope and contributions to two unannounced AAA projects. I hold a master's degree in Game Design from the University of South Wales, complemented by a BA Hons in Game Design and a foundation in Game Art & Design."

🪪 Contact

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📍 Wales, Uk

⚙️ Skills

- Game Engines - Unreal Engine/Unity
- Narrative Tools - Twine/Articy Draft
- Adobe software - Photoshop/Illustrator
- 3D Software - Blender
- Project Management Tools - Trello/Jira

Cole Underwood

Level Designer/Narrative Designer

💼 Experience

Flix Interactive Ltd - Game Designer
(2022 -Current)

SNIPER ELITE 5 - PS, XBOX & PC
One Unannounced AAA Projects
One Cancelled AAA Project

- Level Design: blockouts, paper design, scripting, and implementation.
- Narrative Design: VO/dialogue lines, FMV, and worldbuilding documentation.
- Technical Design: prototyping, blueprint implementation, and scripting.
- Game Design: systems, documentation, and gameplay implementation.

Supermassive Games - Level Designer
(2019 -2020)

LITTLE HOPE - PS, XBOX & PC

- Pre-visualized levels and gameplay using in-house tools.
- Developed and iterated levels with UE4, artists, and director feedback.
- Designed mechanics like interactions, cameras, and triggers.
- Scripted cinematics and integrated third-party animations.
- Balanced pacing and gameplay flow based on testing and feedback.
- Created branching narrative logic and evolved the Bearings System.
- Defined golden paths for single and multiplayer modes.
- Onboarded team members and supported outsourcing.
- Improved collision, navmesh, and core gameplay systems.
- Assisted with bug fixes and design tasks using proprietary tools.

🎓 Education

UNIVERSITY OF SOUTH WALES

- MA Games Enterprise (2020–2021)
- BA Hons Game Design (2018- 2019)
- Foundation Degree Game Art & Design (2016-2018)