

Harry Forde

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Summary

Technical Game Designer with a background in film and a passion for visual storytelling in games.

Specializing in designing and prototyping new features, designing and implementing technical level design flows and creating cinematic sequences in Unreal Engine 5.

Experience



Technical Designer

Alpha Channel

Jan 2021 - Present (2 years 3 months)

As a Technical Designer I am responsible for designing and implementing in-game cinematics with the Creative Director and Senior Animator.

I author and implement technical level design flows which include branching dialogue, cinematics, quest flows and AI patterns to create compelling, narrative focused sequences.

Working with programming, I have created a cinematic dialogue system with auto generated cameras, cinematic stealth takedowns, keypad and combination lock puzzles, the quest system, the branching dialogue system, and reusable blueprints and tools to help level designers block out levels.

I also have the pleasure of mentoring junior employees.



Indie Game Designer

Self-employed

Mar 2016 - Present (7 years 1 month)

Prototyped 14 game ideas in Unity in a variety of genres.

Nolsimma Tactics (In Development)

- Developing in Unity and Gamemaker Studio 2.
- All Programming, Design and Artwork.
- Designed and balanced turn-based tactical gameplay, character randomization, progression systems and overall story progression.

Analog Party Sim (Complete, PC) - Release Date July 8th 2020

- Created in Unity
- All Programming, Design, Music and Artwork.
- Designed and created casual arcade mechanics and balanced for different difficulty settings.



Freelance 3D Artist

VR Panda

Dec 2016 - Feb 2017 (3 months)

I created various low-poly 3D assets for a VR Game being made in Unity, using Maya and 3D Coat.

Education



Abertay University

Bachelor's Degree, Games Design and Production Management

2013 - 2017

During this course, I learned about the game industry in depth. I was the Producer and Creative Lead of a number of projects with other students. I was also a member of the Game Development Society. I specialized in Concept design and pitching ideas and projects to lecturers and classmates.



Edinburgh Napier University

Bachelor of Arts (Hons), Creative Industries: Television

2009 - 2013

In this course, I learned multiple roles within the Television Production process. This includes, Camera Operation, Lighting setup, Sound Recording, on-location filming, multi-camera studio productions, television presenting, vision mixing, direction, pitching to development producers and project management. My best achievement was directing a live multi-camera award show in front of an audience.



Glasgow Metropolitan College

NQ, Radio

2008 - 2009



Cardonald College

NQ, Media studies

2007 - 2008

I studied films, music, advertising and creative writing.