



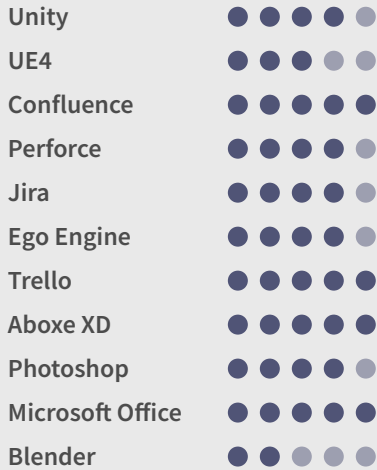
CALLUM TURNER

Personal details

 **Name**
Callum Turner

 **Email**
callumturner@icloud.com

Skills



Hobby

- Prototyping
- Pixel Art
- Horror Movies
- Gaming
- Modding
- Game Jams

ABOUT ME

Graduated from Staffordshire University with a 1st in Game Design & Programming. Gaining Experience covering a large array of different areas within game development but with a focus mostly on design, gameplay systems and prototyping.

Awarded 1st Places in Gradex in the Game Design & Production category, which involved creating a solo game project: Horror Tycoon.

Since Graduating worked as a Game Designer at Codemasters EA on two F1 titles (F1 2019 & F1 2022) and a currently unannounced project. In this position the main responsibilities included writing up design specifications for feature ideas and seeing those ideas through to their completion in collaboration with the rest of the team.

Both F1 2019 and F1 2022 have released to critical acclaim scoring high scores on Metacritic.

Work experience

Game Designer Jun 2018 - Present
Codemasters, EA, Birmingham

Responsibilities include:

- Working in Collaboration with other Designers to come up with Feature ideas
- Writing up formal design documentation for new features
- Collaborating with Producers, Artists, Programmers and Audio to see features through to their completion.
- Using the internal design tools to hook up gameplay logic and audio to support new features
- Verifying and balancing new features to ensure the best player experience.
- Conducting User Testing to gather feedback on game features

Education

1st Class Bachelors Degree Sep 2015 - Jun 2018
Staffordshire University, Staffordshire, UK

Game Design & Programming

BTEC in ICT, Multimedia and Games Sep 2013 - Jun 2015
City Of Wolverhampton College, Wolverhampton, UK

Grade: Distinction*, Distinction*, Distinction*

Reference

References available upon request