

Thomas Wilkinson

Game Designer

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<https://tomwilkinsonportfolio.uk>

SKILLS & SOFTWARE

- Unreal Engine (Version 4+, 4+ years)
- Adobe Photoshop (CS6+, 6+ years)
- Vegas Pro (Version 12+, 7+ years)
- Experience working in multi-disciplinary teams of different skill levels

EMPLOYMENT HISTORY

- Game Designer | Northrak Games (Feb. 2025 – Present)
 - *Small games studio working fully remote, developing an indie puzzle platformer*
 - *Worked on a physics-based grappling hook system in UE5 blueprints*

OTHER PROJECTS

- “[Soma Cruz](#)” character mod for “Rivals of Aether”, a 2D Platform Fighter made in Gamemaker
 - *I learned to code a fighter using the Rivals of Aether Steam Workshop and GML over summer 2020, designing a moveset with the limitation of only using assets from the character’s original game*

RELEVANT QUALIFICATIONS

Masters in Computing – Computer Games Design (2024)

I graduated with a 2:1 MComp (Hons) in Computer Games Design from Teesside University. Modules Include:

- Journeyman – [Kart Racer](#)
 - *Lead Technical Designer role in a small team, alongside composing music for the game and editing the showcase video*
- Advanced Game Mechanics – [Spider-Man FPS Concept](#)
- Industry Portfolio Development - [Third-Person Puzzle Heist Mechanics](#)

Boys Brigade – Queen’s Badge

This is the highest award achievable in the Boys Brigade, and it helped me to develop my professional skills in both an individual and team capacity. It involved volunteer work at a local music charity and leadership experience with my peers as well as the younger kids in the Brigade

PERSONAL INTERESTS

- Video Games
 - *I mostly play RPGs, platformers, and party games on PC and Nintendo consoles*
- Tabletop Games, both as a player and a Game Master
 - *I have hosted several one-shot D&D sessions, and am currently designing and running a long-term campaign of Shin Megami Tensei: Tokyo Conception*
- Performing, Composing, and Listening to Music
 - *I’ve been playing Saxophone and Keyboard in a cover band since 2015*
 - *I have also composed music for some of my University projects. Examples of my compositions are available on my [portfolio](#) and [Bandcamp](#)*
- Filmmaking and Video Editing
 - *My favourite editing style is heavily inspired by the YTPMV scene, where popular media is pitch shifted to create music with lots of visual effects and transitions*
- TV and Film, predominantly animation

References Available on Request