

Thomas Wilkinson

Game Designer - Gameplay Systems and Mechanics

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About Me

Technically minded Game Designer with 4+ years in Unreal Engine blueprints, specialising in modular and expandable gameplay mechanic systems. Ever eager to learn and adapt based on a project's needs, I have proven experience of delivering robust and expandable systems while working to a brief.

Skills & Software

- Unreal Engine Blueprints (Version 4/5, 4+ years)
 - Adobe Photoshop (CS6+, 6+ years)
 - Vegas Pro (12+, 7+ years)
 - Experience working in and communicating with multi-disciplinary teams of different skill levels
 - Scalability-first approach to game design, focusing on systems that are built to be expanded and iterated on as a project develops
 - Ability to produce technical design documentation that details actionable goals and desired results
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Employment History

Game Design Intern | Northrak Games (Feb – May 2025)

- *Worked with a small indie team working fully remote, developing an indie puzzle platformer*
- *Designed and implemented a physics-based grappling hook system in Unreal Engine 5 blueprints*
- *Ensured the system was suitable for their pre-existing level designs, mechanics, and intended gameplay feel*

Interactive Real-Time 3D Skills Bootcamp (Game Design) | INFINITY27 (May 2025)

- Completed a 4-week full-time skills bootcamp with Infinity27, focusing on quest and level design
 - Designed and implemented a short side-quest and gameplay area within their UE5 SoulsLike project "Samsara", fully integrating it into their pre-existing systems
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Education & Training

Master of 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](#)
 - *I took on a Lead Technical Designer role in a small team working on a multiplayer kart racer, alongside composing music for the game and editing the showcase video*
 - Advanced Game Mechanics – [Spider-Man FPS Concept](#)
 - *I designed and implemented a Spider-Man style web swinging mechanic for use in a First-Person Shooter game*
 - Industry Portfolio Development - [Third-Person Puzzle Heist Mechanics](#)
 - *I designed and implemented an expandable "Spy Gadget" mechanic in a third-person heist game, where the gadgets can persist between instances of the level to benefit the player*
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Personal Interests

- **Video Games:** Mainly interested in RPGs, platformers, and party games on PC and Nintendo consoles
- **Tabletop Games:** Player and Game Master, designing long-term campaigns (D&D, SMT: Tokyo Conception)
- **Music:** Active saxophonist and keyboard player in a local band since 2015. I also compose music for game projects with heavy jazz, pop, and rock influences – samples available on my [Bandcamp](#) and [portfolio](#)

References Available on Request