



## Cole Underwood

Level and Narrative Designer

[www.coleunderwood.net](http://www.coleunderwood.net)

### Profile

I'm a UK-based Game and Narrative Designer, Writer, and Dialogue Designer with experience on titles such as Sniper Elite 5 and The Dark Pictures: Little Hope. I graduated from the University of South Wales with a master's degree in Game Design, holding a BA Hons in Game Design and a foundation in Game Art & Design.

### Technical Skills

Software and Toolsets:

- Unreal Engine
- Unity
- In-House Engines
- Twine
- Final Draft
- Word
- Powerpoint
- World Machine
- Adobe Photoshop
- Jira
- Perforce
- Excel
- Storyformer
- WIST
- Blender
- Fungus
- Articy Draft

Adept at learning in-house tool editors.

### Relevant Experience

#### Flix Interactive

*Sniper Elite 5: Kraken Awakes*  
Narrative/Level Designer  
2022 - current

In Flix, I came into the company as a Game Designer mostly focused on Level Design primarily but my passion shifted into narrative design where Flix as a company allowed the opportunity for me to take that role. My main tasks are to implement dialogue, write narratives for FMV's, design documents and narrative spreadsheets and use the level editor of Rebellion's in-house engine for all the level design and logic.

#### Supermassive Games

*The Dark Pictures: Little Hope*  
Level Designer  
2019 -2020

I worked as a level designer at [Supermassive Games](#) for 6 months my duties included creating the moment-to-moment flow and logic for branching narrative and implementing mechanics. Blockouts of the gameplay in white-box level and creating the cinematic sequences. Translate prototypes into game-ready logic and iterate them to quality. Scripting cinematic sequences, integrating animation data, instantiating camera and other game elements.

#### Dark Art Productions

Project Lead/Level Designer  
2021 -2021

I created my own company called Dark Arts Productions which involved running a small team this was part of [Tranzfuser](#) where I worked primarily as a level designer. This was also a working project during my time on the MA Games Enterprise at the University of South Wales.

## Education

### University of South Wales

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

## Hobbies/Interests

In my free time, I write screenplays to fuel my creative flow for personal projects. As a film enthusiast, some of my favourites include *Aliens*, *Jaws*, and *The Shining*, and I'm a fan of Stephen King's works. As a gamer, I enjoy story-driven games like *Heavy Rain* and *Detroit: Become Human* for their rich, branching narratives. Beyond that, I'm a musician and have played guitar in various bands, with Jimi Hendrix standing out as one of my all-time heroes in the guitar world.

Reference Available upon request