



# Cole Underwood

Level and Narrative Designer

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

## Profile

I graduated from the University of South Wales and studied MA Games Enterprise, BA (Hons) Computer Games Design and an FD Game Art & Design. I was part of Tranzfuser in my master's degree and was the team lead and level designer on that project.

I have previously worked as a level designer at Supermassive Games on a title called Little Hope which was a 6-month contract based in Guildford. My skills are directed and specialised in level design and narrative design, I am very passionate about the game industry and continuously pushing forward to improve and learn new skills tailored specifically into the level and narrative design field.

## Technical Skills

Software and Toolsets:

- Unreal Engine
- Unity
- Pro Builder
- Twine
- Final Draft
- World Creator
- World Machine
- Adobe Photoshop
- Microsoft Word
- Jira
- Perforce
- Microsoft Excel
- Storyformer
- Davinci Resolve
- Blender
- Fungus
- Articy Draft
- Visual Novel Maker

Adept at learning in-house tool editors.

## Relevant Experience

### Supermassive Games

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.

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### 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.

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## 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 spare time, I like to try out new games to play from all different genres to see how they play and get different experiences whether that be on PC or Console. When playing I also tend to look at how the world is designed and what the designers were thinking when implementing that decision. I mostly play games that are primarily story-driven I am a big fan of RPG games that are set in a fantasy setting and also enjoy the old point and click adventure games.

I also like to write screenplays using Final Draft and plan on doing screenplay competitions in the near future to keep improving my craft as a writer. I also like to read mostly read educational books on the subject of level design, narrative and screenplays to learn methodologies and improve my critical thinking.

Away from the subject of video games, I like to work out in the gym and walk as exercise is an important part of my lifestyle.

I also am a musician and have been playing the guitar for over 16years, I play a wide range from classical, flamenco, rock, metal, and world music and have played in many bands including a Fleetwood Mac tribute band that I toured around the UK with.

Reference Available upon request