

JAMIE MORTON



SENIOR GAME DESIGNER

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PROFILE

I am an experienced professional game designer who has been in the exciting, fun and crazy world of the games industry for over 25 years. As someone who witnessed the industry's rapid changes, I am always looking to level up my designer skills. I'm currently seeking to unlock new achievements to continue developing my skills and collaborate with an AAA team.



ACHIEVEMENTS

- Design solutions to help increase monetization and monthly content updates to the live game, based on data analysis on the mobile F2P, MMO sandbox title Growtopia.
- Senior game designer on the 40+ million downloaded hit hidden object mobile games, *CSI: Hidden Crimes*, and *NCIS: Hidden Crimes*.
- Over 30 published games across all platforms, including HD and mobile devices from experience in development and QA, including level design on two games in the original Tomb Raider series - my full game portfolio can be found at: jamiemortondesign.com
- Standardized design documents improving overall quality and effective communication within the team.
- Improved IAP with creative design solutions, based on data analysis.



EXPERIENCE

Ubisoft Abu Dhabi

Senior Game Designer
2012 - present

Hidden Object games (full project life cycle): created game design foundations, mechanics and episodic content, setting up the episodes pipeline for their successful release. Support for the live game with bi-monthly content and rebalancing through reviews and data analysis. F2P live game, Growtopia: monthly content releases; events, new items, and feature design. Actively communicated with the player community on the forum.

Spellbound Entertainment AG

Senior Designer
2011-2012

I worked in an open design role; facilitating the design foundations for the eventual Kickstarter backed Giana Sisters: Twisted Dreams. A team lead on an unpublished open world project and responsible for overseeing a small team of designers to produce a playable demo to pitch to prospective companies.

Core Design Ltd. / Rebellion

Game & Level Designer
1993-2010

From QA to level designer to game design and lead designer on two titles, I took on a wide range of design duties on several key titles with my experience in all areas of design production.



TOP GAMES

Ubisoft Abu Dhabi

CSI: Hidden Crimes (Mobile, Facebook)
Growtopia (Mobile, PC)

Core Design Ltd.

Tomb Raider series (PS1, PC)
Smart Bomb (PSP)



SKILLS

Game design, F2P, level design, game mechanics design, R&D, concepts and pitches, game editors, documentation, Jira, Perforce, 3D software, organisation and staff mentor.



HOBBIES

Movies
Photography
Reading
Traveling
Fitness
Bass guitar