Jack Chapman

Principal Level Designer

Manchester, UK
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Auroch Digital, UK— *Principal Level Designer*

FEBRUARY 2024 - PRESENT

Warhammer 40k: Boltgun II | Starship Troopers: Ultimate Bug War!

(Playstation 5, Xbox Series, Nintendo Switch II & PC)

PlayStation London Studio, UK— *Senior Level Designer*

JANUARY 2022 - FEBRUARY 2024

Unannounced Project – (Under NDA)

Sumo Digital Sheffield, UK— *Senior Game Designer*

JULY 2021 - JANUARY 2022

Unannounced Project – (Under NDA)

TT Games, UK— *Level Designer*

MARCH 2019 -JULY 2021

LEGO Star Wars: The Skywalker Saga

(Xbox One, Playstation 4, Nintendo Switch & PC)

Supermassive Games, UK— *Cinematic Game Designer*

MARCH 2018 - MARCH 2019

The Dark Pictures Anthology: Man of Medan – Shipped August 2019

(Xbox One, Playstation 4 & PC)

TT Games, UK— *Game Designer*

SEPTEMBER 2016 - MARCH 2018

LEGO Worlds – Shipped March 2017

(Xbox One, Playstation 4, Nintendo Switch & PC)

EDUCATION

Teesside University, UK— *Bachelor of Arts in Games Design*

SEPTEMBER 2013 - MAY 2016

Darlington College, UK— *BTEC in Creative Media Development*

SEPTEMBER 2010 - MAY 2012

GAME DESIGN

Game Design Principles

Level Design & Blockout

Player Psychology / UX Design

Game Design Documentation

System Design

SOFTWARE

Unreal Engine

Microsoft Office

Adobe Photoshop

Adobe After Effects

Audacity

Tortoise SVN

JIRA

Autodesk Maya

ACHIEVEMENTS

Speaker at Animex Festival 2019

Speaker at Develop 2023

First Class Honors in Games Design