

Robert Megone

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Game Designer on the successfully Kickstarted adventure game **Broken Sword: The Serpent's Curse** (Vita, iOS, Android, PC, Mac & Linux) with design and QA credits on a total of fifteen games.

A self motivated, highly creative and technically minded designer with a great passion for both creating and playing games.

As a game designer, I value the iterative design process and enjoy using my critical thinking skills alongside my highly technical background to create interesting and interactive gameplay.

Professional Experience

MBA Systems

Production Support Analyst (*September 2014 – Present*)

- Providing support for bespoke e-trading and information systems for the financial securities industry.
- Handling support requests in a timely and efficient manner.
- Logging calls via issue management systems.
- Logging change requests.
- Creating and running SQL statements to query and adjust data at clients' request.

Revolution Software

Game Designer (*November 2011 – April 2014*)

Games:

- Broken Sword: The Serpent's Curse

- Designed and scripted gameplay puzzles and player interactions for a narrative driven game.
- Implemented story narrative using game scripts.
- Designed and implemented the games context sensitive phone and map systems.
- Wrote and maintained detailed game design documents.
- Storyboarded important game sequences.
- Ran regular design review meetings.
- Helped define the animation pipeline and worked with programmers to implement a system to manage artwork at multiple resolutions.
- Proposed and documented new script commands and engine functionality.
- Managed the asset build pipeline, creating assets for use in game.
- Worked with the programmers to ensure that the game user interface was intuitive and user friendly.
- Mentored junior designers as the go-to-guy for scripting.

Revolution Software

Lead Tester (*August 2009 – November 2011*)

Games:

- Broken Sword: The Smoking Mirror – Remastered

- Broken Sword: The Shadow of the Templars – Director's Cut

- Beneath a Steel Sky – Remastered

- Tested the games on iOS, Android, PC, Mac.
- Managed reports received by other testers.
- Ensured compliance with AppStore conditions.

- Created test plans for efficient testing of the games.
- Worked with game scripts to fix issues.
- Gave feedback on usability of touch interface.
- Oversaw maintenance of Mantis Bug Tracker.
- Took responsibility for iOS device maintenance.

Beep Games *(February 2012 – May 2014)*

Lead Tester/Writer

Games:

- *Scurvy Scallywags in The Voyage to Discover The Ultimate Sea Shanty*

- *The Big Big Castle!*

- Tested iOS and Android builds, reported issues via purpose built bug tracker.
- Provided feedback on game flow, tuning and in-app purchases.
- Wrote various in-game mission/quest briefings for Scurvy Scallywags.

Double Fine *(November 2012 – December 2012)*

Tester

Games:

- *Middle Manager of Justice*

- Tested and reported issues on iOS.

Voluntary Experience

Playchilla *(June 2014 – June 2014)*

Voluntary Tester

Games:

- *Shadowess*

- Compatibility testing game on various devices and OS versions.
- Testing and reporting issues.

Electric Eggplant *(May 2010 – November 2013)*

Voluntary Tester

Games:

- *Middle School Confidential 1: Be Confident in Who You Are*

- *Middle School Confidential 2: Real Friends vs. the Other Kind*

- *Rube Works: The Official Rube Goldberg Invention Game*

- Testing iOS releases, reporting issues via Mantis tracker.

SkyGoblin *(April 2012 – Present)*

Voluntary Tester

Games:

- *The Journey Down: Chapter One*

- *The Journey Down: Chapter Two*

- Compatibility testing for iOS movie player changes.
- Testing and reporting issues.
- Early phase testing of forthcoming second chapter.

Wadjet Eye Games *(September 2011 – May 2012)*

Voluntary Tester

Games:

- *Da New Guys*

- *Resonance*

- Reporting bugs via private forum.

Technical Experience

Editors:

Engines: Unity 3D, Corona SDK

Languages:**Script:** LUA, C#, C++**Web:** HTML, CSS, Javascript, JQuery, PHP, XML**Database:** SQL**Tools:****Source Control:** SVN, Perforce, GIT, CVS**Other:** Photoshop, GIMP, Microsoft Office, Audacity, Dreamweaver**Education****Teesside University 2006 – 2010**

BSc Computer Studies (2:2)

Referees**Charles Cecil**

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Revolution Software

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