



ADAM JONES

Game Designer

ABOUT ME

Ever since I was young, games and writing have been my personal escape and things that have defined who I am today. While I will always write and game as a hobby – I have now discovered a new purpose to my writing and playing, and that is to use it to help bring to life stories throughout the games industry. I now endeavour to cultivate these skills and bring magic into my work that can create a magical escape that helped me throughout my life.

One spell at a time.

CONTACT



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EDUCATION

[2020 – 2023] University of Central Lancashire > Games Design BA (Hons) > TBD

[2017 – 2020] Runshaw College > Creative Media Level 3 > **Distinction**

[2012 – 2017] Fulwood Academy > 8 GCSE's (Including Maths & English)

EXPERIENCE

[2021] **Invincible Studios Playtest invite** > While in University I had the chance to QA Test an unreleased game from Invincible Studios – This gave me a look at the inner workings of a studio while also providing me with hands on experience when critically evaluating work in a professional setting.

[2017 – 2021] **Argos Sales Assistant** > Learnt to work under pressure in team settings – Also was given a Leadership role which helped me learn to best handle pressured situations and other workers needs.

SKILLS

SOFTWARE

Unreal Engine 4/5
Twine
Maya
Photoshop

DESIGN

Grey boxing
Prototype
Blueprints
Narrative
Objectives