

STUART RALPHSON

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Professional Summary

Highly experienced Technical Designer with 10+ years in the games industry including 3 working on AAA titles, specializing in system design, scripting, game states, and holistic implementation with a passion for control feedback. Proven ability to bridge the gap between design, art, sound, and engineering on a variety of tasks from UI to new mechanics, creating versatile and scalable gameplay systems. Proficient in several engines including Unreal, Unity, Godot, and scripting languages such as Blueprint, C#, C++, and Inkly. Adept at collaborating with cross-functional teams internally and with clients to deliver high-quality, engaging gameplay experiences, with a focus on modular implementations and technical problem-solving.

Work History

Flix Interactive Ltd Bromsgrove (Remote)

Technical Designer

Permanent | April 2025 - Present

- Contributed to "Mafia: The Old Country" bug fixing quests, animations, and driving systems.
- Ideation of a new project for a client with defined parameters, creating presentations, kit bashing feature demonstrations.

Technical Designer

Permanent | September 2024 - December 2024

- Refined vehicles, AI, and combat mechanics, including stealth and enemy summoning.
- Assessed impact of design decisions on functionality, resource allocation, and team requirements.

Technical Designer

Permanent | December 2023 - September 2024

- Developed timer alerts, interactive maps, lists, quest trackers, and AI icons.
- Delivered high-quality UI assets within stringent deadlines.

Designer

Permanent | February 2023 - December 2023

- Contributed to "The Quest for Guybrush", integrating new tech, improving gameplay, quest replay-ability, & animation.
- Supported on "The Lair of LeChuck," addressing playtests feedback and resolved tech issues.

Junior Game Designer

Permanent | April 2022 - February 2023

- Created live service content for Sea of Thieves across multiple in-game adventures.
- Developed game logic and combat encounters, implemented assets and dialogue trees.

Independent Development (Remote)

Indie Developer

Part time | March 2012 - Present

- Learnt C# in XNA Framework creating systems and transferring knowledge to Unity to develop several mechanics.
- Created a mobile phone title over 3 months in my spare time and started working with Freesphere on a mobile title.
- Transferred skills and knowledge into Unreal to work on several Indie FPS horror titles and further mechanic designs.

Lawrence Hunt & Co Ltd (North West England)

Convenience Retail Career

Permanent | June 2003 - March 2022

- Developed a strong teamwork mentality and leadership skills.
- Used strong numeracy skills for banking, stock control, and time management.

Skills

GAME ENGINES: Unreal, Unity, Asura, Godot, XNA Framework - **PROGRAMMING:** C#, C++, TypeScript - **TOOLS:** Source Control, Documentation, Video Editing, Audio Editing - **DESIGN:** Game Design, Mechanic Design, Vehicle Design, Combat Design, AI Design, UI Design - **SOFT SKILLS:** Communications, Team Management, Mentor, Time Management

Education

Bachelor's degree

University of Central Lancashire | 2007
Game Design | 2.2

Google AI Essentials

Coursera | February 2025

Naked C#

Udemy | 2020

Design Patterns for Game

Programming

Udemy | 2019

Learn C++ Programming

Udemy | 2023

Shader Development from Scratch

Udemy | 2019

Complete C# Unity Developer

Udemy | 2018

Unreal Engine 4

Udemy | 2021

Unreal Engine 5 C++

Udemy | 2024

Personal Projects

Blight Below

- Adapted FPSK and other asset packs to create a PS2 era style zombie FPS game set in the arctic using Unreal.
- Created additional mechanics within the framework such as Dialogue, Vehicle Physics and Agonistic Interactions.

The Room

- Learnt and utilised Horror Engine within Unreal to create narrative puzzles and jump scares for an Horror FPS.
- Created Horror Events to act as progression gates to tell a narrative within a small apartment.

Necropolis Suite

- Added to and adapted the First Person Story Adventure Template to create a unique FPS Horror title in Unreal.
- Created various puzzles, jump scares, and implemented a 'Insight' system to change the world based on interactions.

A Game of Ur

- Created an Android version of "The Royal Game of Ur" in 3 months whilst working full time in Unity.
- Created randomised dice mechanics, AI to play against, implement ads, UI, created Play Store account and published.

Life of Max

- Iterated on a mobile based narrative story puzzle game similar to Florence in Unity.
- Created page transitions, dynamic scenes presented as a photo, and various interaction mechanics to solve puzzles.

Additional Experience

Scout Volunteer

- Spending 2 hours on a Friday volunteering as a helper for my nephews Scout group.
- A great opportunity to mentor kids and help them learn new skills.

BAE Young Engineer

- Optional Saturday activity during my time at high school to learn CAD, forging and presentation skills.
- The foundation for my interest in design of good quality materials and physical products.

Hobbies

TTRPG

I enjoy role playing scenarios with friends as both a player and game master having created dozens of characters and several of my own fantastical worlds and universes.

Warhammer 40k

I played as a teenager in 3rd edition and recently restarted when my kids picked up 10th edition to paint with them and get to play war games with them.

Reading

I enjoy reading fiction such as DiscWorld, Asimov, Wheel of Time, and many others as well as learning new skills through educational books.

Camping

Getting out into nature, enjoying the fresh air, cooking in the open and enjoying a drink around a campfire is relaxation for me.

Gardening

Seeing my work nurturing a plant to bloom and being able to enjoy the fruits of my labour is incredibly rewarding.