

Will Willis

Game Designer



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Commercial releases

Multiplayer Battle Royale Event

NDA - Highly known company

Senior Game Designer

2026

The Dark Pictures: Directive 8020

Supermassive Games

System Design Team Lead

2026

The Dark Pictures: The Devil in Me

Supermassive Games

Designer

2022

Skills

- System design
- AI design
- Level design
- Combat design
- Holistic Gameplay design
- Unreal engine 4/5
- Agile & waterfall project management structures
- Visual scripting
- Team management
- AI Behaviour trees, State Trees, State Machines
- Cross-discipline communication & collaboration
- Analytical & problem solving skills

References

Daniel Saxon - Design Director

Supermassive Games

daniels_217@hotmail.com

Experience

2026

NDA - Highly known company

Senior Game Designer

- Supported the in-house Design team in creating a God of War style interactive fight cinematic.
- Translated combat design knowledge to make the combat and interactive elements feel as impactful and weighted as possible.
- Consulted with Design at on best practices for interactive cinematics and sequential branching.

2022 - Present

Supermassive Games

Advanced Designer (Directive 8020)

- Designed and implemented complex AI systems, enemy encounters and cinematics.
- Headed an multi-discipline AI, combat & encounters team to create high quality and engaging enemy encounters, with a focus on crafting a definitive player experience
- Ownership of features including their design, prototyping, documentation & implementation in accordance with lead stakeholders and technical considerations.
- Balanced complex AI systems to achieved desired gameplay experiences.
- Implemented and evolved cinematic combat systems to accomodate stealth gameplay.
- Assisted production and direction on intergating new features into established standard production pipelines, including scheduling and task prioritization across teams.

Designer (The Devil in Me)

- Managed team of 7 designers. Setting quality standards, reviewing work, alongside being the point of contact between design, direction and production.
- Providing and responding constructively to direction, technical feedback, and scoping.
- Mentoring & upskilling other designers.

2021 - 2022

Supermassive Games

Junior Designer (The Devil in Me)

- Took levels from alpha quality to final.
- Cinematic data integration.
- Implemented logic, scripting, and cinematics through proprietary software & UE4
- Level whiteboxing, iteration, and communication across multiple disciplines to bring the levels to completion.

Education

2019 - 2020

MSc Creative Technologies

Nottingham Trent University

Distinction

2015 - 2018

BSc Games Production

Nottingham Trent University

1st Class