

Will Willis

Game Designer



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<https://www.gamesbywill.com>

Commercial releases

Online 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
- Cinematic design
- Unreal engine 4/5
- Agile & waterfall project management structures
- Motion capture direction & data integration
- Team management
- Behaviour trees, State Trees, State Machines
- Inter-project communication

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 fight 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

Systems Designer (Directive 8020)

- Designed and implemented gamewide AI systems, enemy encounters and cinematics.
- Headed an interdepartmental AI & encounters team to create high quality and engaging enemy encounters.
- Responsible for the design, prototyping & documentation of new gameplay features/systems in accordance with technical considerations. Ownership of gameplay features.
- Oversaw level redesigns due to scoping or other requirements.
- Planning mocap shoots and performance direction. Design oversight and communication with animation and engineering on implementation for game systems.

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