

Adam Thompson

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Creative and versatile game designer with a First-Class BSc in Game Design and hands-on experience in indie game development. Experience in narrative systems, UI/UX design, and gameplay implementation in both Unreal Engine and Unity. Specialises in Level and System Design. Passionate about immersive storytelling, system optimization, and collaborative design.

I shipped my first game in a Design role, Vextorial, in September of 2025

## **Experience**

Developer, Narrative Designer, and Technical Designer for Vext Games LTD

2024 – Present

Key Contributions to Vextorial:

- As a Developer
  - I reworked our system for “special” tiles in the tilemap. Previously we had to draw each type of tile on a separate layer but from that point onwards we could make a more efficient system.
  - This allowed for the implementation of both toggle and held switches which drastically increased the number of puzzles we could make.
  - I wrote the scripts for the Story Menu UI.
  - Designed and implemented the system for story progression throughout the game.
  - Designed and implemented the system for “Glitch Object” easter eggs.
  - Bug fixing.
- As a Narrative Designer
  - I helped design the overall story, lore, and experience we were going for with the game’s narrative.
  - I personally wrote almost all dialogue in the game.
  - I personally wrote all Ancient Text logs.

- I wrote the text for collecting each “Glitch Object” easter egg and worked them into the narrative of the game.
- As a Designer
  - I lead the testing and iteration process for the game. This involved observing playtests and making notes on how the players interacted with puzzles, story elements, and mechanics. Then evaluation ways in which these designs could be tweaked before repeating the process again.
  - Implemented changes based on this testing.
  - I worked with our Lead Designer on all levels in the game and created a couple myself.
  - Worked with our lead level designer on the positioning of NPCs, Ancient Text Logs, and “Glitch Object” easter eggs within levels and the Level Hub.
  - Designed the initial User Interface for the Story Menu, though it would go through later iterations after that.

#### Game Development Intern for MMU Psychology Department

2023

- Rebuilt the game’s dialogue system from scratch and fixed major bugs.
- Contributed ideas to narrative development and learned to work with pre-existing codebases on a large-scale collaborative project.

#### Freelance PC Builder

2020

- Built and sold custom PCs, including systems for local businesses.
- Communicated with clients to determine system requirements and provided setup support.

#### **Education**

BSc Hons Game Design MMU 1st Class

A Level Computer Science – C

A Level Maths – A

A Level Film Studies – B

### **Skills**

- Unreal Engine 5 (Blueprints) - Practiced across many Uni projects including my dissertation project “Reversal”
- Unity (C#) - Shipped a game in a Design/Development role using Unity C# “Vextorial”
- UI/UX Systems Design – Created the Story Menu and worked with the Dialogue UI for “Vextorial”
- Level Design – Created, tested, and iterated upon level designs for Vextorial and Reversal
- Systems Design – Designed and Developed the Time Rewind, Freeze, and Replay systems for Reversal
- Iterative Design – Every project I work on utilises a heavily iteration focused approach of early testing and constant iteration on designs.
- Narrative Design & Dialogue Writing – Designed the whole narrative for Vextorial
- Game Development - Vextorial
- Creative Writing – Short Stories

### **Tools:**

- GitHub, Trello, Jira

### **Hobbies**

#### **Gaming:**

Enjoy a wide range of genres including narrative RPGs (*Mass Effect*, *The Witcher*) and competitive and casual shooters (*Halo*, top 12 EU Halo League LAN placement, also a big fan of Team Fortress 2 and singleplayer shooters like the Half Life games).

#### **Running:**

Run mostly for fun. Though I do try and improve as best I can, I’m not training for anything in particular.

#### **Reading:**

Reader of sci-fi and fantasy. Favourite series: *The Three-Body Problem* trilogy (though my favourite is subject to changing on a regular basis).

