Gemma Wolferstan

Game Designer

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🎓 EDUCATION

BSc (Hons) Games Development (Design) - First Class,
University of Suffolk 🔗
2019 – 2024 | Ipswich, UK
This degree equipped me with a comprehensive game development skill set, allowing me to specialize in my interests while building strong, well-rounded expertise through various projects.

DipHE Law LLB (Hons),
University of Nottingham 🔗
2014 – 2018 | Nottingham, UK
Law school honed my ability to process vast amounts of complex information simulataneously, a skill directly relevant to solving design problems in game systems.

🏅 AWARDS

Graduate of the Year: Designer, *TIGA* 🔗
02/09/2024

Games Development Student of the Year, *University of Suffolk*
23/10/2024

💻 TECHNICAL SKILLS

Unity	Unreal Engine
C#	Photoshop

🔧 REFERENCES

Jason Green, *Managing Director,* Elemental Glyph Studio
elementalglyphstudio@gmail.com, 07842 592133

📇 PROFILE

I am a passionate game designer with a first-class degree in Game Design, where my dissertation on survival instinct psychology in horror game level design earned me the TIGA Graduate of the Year (Designer) 2024 award. I've gained hands-on experience at Elemental Glyph Studios, developing a reward system for their upcoming game, *Quick Smith*, a roguelike inspired by *Overcooked* with a blacksmithing twist. Currently based in the UK, I am open to relocating abroad for the right opportunity.

💼 PROFESSIONAL EXPERIENCE

Elemental Glyph Studio, *Game Designer* 🔗
2024 | Ipswich, UK
I developed a reward system for the upcoming game *Quick Smith* that helps maintain player engagement over time. This included designing daily and weekly challenges with token-based rewards for in-game skins, creating unlockable "new game+ modifier cards" to enhance replayability, and crafting Steam achievements to boost player interaction. My contributions received high praise and strong recommendations from the studio's managing director.

Currys PC World, *Repair Technician* 🔗
2019 – 2020 | Ipswich, UK
In this position, I assisted customers with technical support and product advice. I handled hardware and software repairs, provided recommendations for technology purchases, set up devices, performed data backups, and led classes on the everyday use of PCs, tablets, and phones. I also built a number of PCs from scratch.

Various Employers, *Fire Warden, Shop Assistant, Waitress*
While not directly related to game design, these roles helped develop strong soft skills like good teamwork, communication, and ability to work under pressure.

📁 PROJECTS

Ascension Dude, *2D endless wave game* 🔗
• Developed in a team of three over eight weeks.
• Pitched and prototyped core game systems (on paper and in Unity).
• Responsible for animations, audio, UI/HUD elements, C# scripts, bug tracking and fixing, and system balancing.
• Managed version control using Plastic SCM and Git, and tracked progress with Trello.
• Worked under agile methodology, delivering weekly playable builds and meeting all deadlines.

A Strategic Theatre for Survival, *designer toolkit* 🔗
A toolkit for horror game designers, focusing on level design techniques that trigger human survival instincts to create immersive and engaging gameplay. Drawing on psychological theories like Csikszentmihalyi's Flow, Maslow's Hierarchy of Needs, and Appleton's Prospect-Refuge Theory, it offers practical strategies for crafting environments that heighten tension, challenge, and emotional depth, helping designers enhance player experiences through spatial design.

Roly-Holey, *mobile game prototype* 🔗
• Developed during a series of one-week-long game jams.
• Designed simple yet deep mechanics involving navigating a ball through a maze while avoiding bomb and skull balls.
• Created a main menu that doubled as a tutorial and balanced difficulty across 10 prototype levels.
• The game was selected by my university to be featured on their official itch.io page 🔗 as a showcase of student talent.