

# REASON DELAFÉT

## PERSONAL PROFILE

---

A creative and analytical Game Designer with a specialist MSc in Artificial Intelligence for Video Games and a First-Class BA in Game Design. My expertise lies in effective level and systems design and leveraging AI theory—from character realism to adaptive narrative systems—to craft innovative gameplay and player experiences. I am adept at working within fast-paced, iterative team settings, applying Agile principles and Scrum practices to manage feature development from concept to polish in my academic projects. My core strength is as a designer who can effectively bridge creative vision and technical feasibility. Seeking a role as a Level Designer, Narrative Designer, Systems Designer, or QA Tester to create deeper, more dynamic games.

## EMPLOYMENT

---

### LUCKY GHOST

L O N D O N , R E M O T E

- **Dates:** 27/03/23 – 26/05/23
- **Position:** Design Consultant
- **Tools:** Unity Engine, ProBuilder, Terrain Editor, Figma, Sourcetree, GitHub, Jira
- **Overview:** This was a fixed, temporary contract to assist in the designing and building of a demo game for the owner to present to investors.
- **Responsibilities:**
  - Creating the world map almost single-handedly, with four distinct themes across the area, each involving climbing routes, shortcuts, intuitive navigation, and subconscious tutorials.
  - Independently creating and utilising a metrics level.
  - Contributing to, and advising on, design decisions in team meetings.
  - Assuring cognitive mapping integration.
  - Balancing difficulty increases between areas.
  - Placing collectable items.

## PREVIOUS PROFESSIONAL EXPERIENCE

*A history in client-facing and business development roles, developing strong communication, leadership, and project management skills.*

• **Marketing & Business Development Roles** (Liquid Investments, Personal Training, deVere Group) | 2013 – 2019

## EDUCATION

---

### FALMOUTH UNIVERSITY

PENRYN CAMPUS, TRELIEVER ROAD  
PENRYN TR10 9FE

- **Dates:** 23/09/24 – 22/09/25
- **Course:** Artificial Intelligence for Video Games (MSc)
- **Grade:** Pass

---

### LONDON SOUTH BANK UNIVERSITY

103 BOROUGH ROAD  
LONDON SE1 0AA

- **Dates:** 20/09/21 – 09/05/24
- **Course:** BA (Hons) Game Design and Development
- **Grade:** First Class

---

### WESTMINSTER KINGSWAY COLLEGE

22 PETER STREET, SOHO  
LONDON W1F 0HS

- **Dates:** 11/09/20 – 21/06/21
- **Course:** Level 4 Creative Media Production HNC (VFX)
- **Grade:** 8/8 Distinctions + English GCSE (A\* / 8)

---

## SKILL SET

**Game Design:** Level Design, Gameplay Mechanics, Narrative Design, Systems Design

**Software & Tools:** Unity, Photoshop, Vegas Pro, Logic

**Professional Skills:** Project Development, Team Collaboration, Client Communication

---

## HOBBIES & INTERESTS

I have an extensive history with Buddhism, martial arts, fiction writing, and ice skating

---

## REFERENCES

Available upon request