

MICHAEL PARTRIDGE

TECHNICAL DESIGNER

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Projects

[Final Fantasy Combat Prototype](#) | Feb 2022 – In Progress | Solo Dev

Fast paced third-person combat prototype attempting to emulate several mechanics found in the Final fantasy 7 remake game

- Rapidly prototyped various combat ability mechanics using blueprint to fit the mechanics needed to emulate the feel of the final fantasy game.
- Created modular weapon and abilities systems using blueprint to allow for efficient creation of new weapons, abilities, and attacks for characters.
- Prototyped camera systems using blueprint to allow for dynamic camera movement and positioning based upon gameplay scenarios.
- Designed UI systems to show essential combat related information, as well as being easy to navigate and simple to understand, while still being designer friendly.

[Wizards Workshop](#) | Feb 2021 – June 2021 | Technical Designer

First person single player game about solving various puzzles to attend wizard's birthday party.

- Worked with a team of 13 varied disciplines remotely using agile team software such as JIRA to keep development in flow.
- Designed and implemented character's interaction systems in blueprint to allow them to interact with the various puzzles in the levels.
- Rapidly prototyped many different puzzle mechanics using blueprint to iterate and improve them.
- Collaborated with designers to create and expose existing / new functionality within existing mechanics to ease use of existing systems within levels, along with creating new systems to fit designers' individual needs.
- Communicated with other disciplines to gather and provide feedback through MS Teams.

[Rectangular Warfare](#) | July 2021 – Aug 2021 | Solo Dev

Game attempting to build systems essential for a first-person shooter multiplayer game

- Created modular weapon system allowing for fast creation and iteration of new weapons to be used in players arsenal.
- Implemented old prototyped systems such as spray pattern and recoil patterns into game to allow for quicker development of newer systems and iteration on old systems to suit newer needs.
- Designed and prototyped UI elements for multiplayer systems to be able to show vital player information along with match statistics.
- Ran multiplayer playtests, gathered feedback through players and adjusted systems, damage values and other values to make the game play more balanced.

Skills

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| <ul style="list-style-type: none">• Unreal Engine 4/5• Blueprints• Behaviour Trees• Modular Systems | <ul style="list-style-type: none">• User Interface• Jira• Photoshop• Gimp |
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Education

Staffordshire University | 2018- 2021 | Game Design Bachelors
South and City College | 2016 – 2018 | Games Development Diploma