

ABIGAIL SUTTON

PERSONAL STATEMENT

Game Designer with professional studio experience in narrative and quest design, dialogue implementation, and gameplay QA. First-Class Computer Games Design graduate with skills spanning narrative systems, gameplay and level design, and Unreal Engine development.

WORK HISTORY

Game Designer

March 2026 - August 2026 | STUDIO 369

- **Project: Noble Legacy**
- Wrote main story dialogue, tutorialisation questline for the game's Kingdom Mode and designed new recruitable characters, each with their own unique questline
- Collaborated with other quest designers to develop quest flow, objectives, and progression
- Implemented dialogue in Unreal Engine using the project's dialogue plugin, creating and configuring dialogue nodes
- Performed gameplay QA, testing fixes and reproducing bugs reported by the community, and documented and communicated findings to the development team

KEY PROJECTS

Spiritbreach

Final Year Project (University) – Unreal Engine – 5 Oct 2025–Feb 2025

Designed a full narrative-driven game, with forty minutes of gameplay, integrating gameplay, puzzles, and story into a cohesive experience

Built blockouts and meshed environments to support mood, pacing, and narrative themes

Designed puzzle and light combat encounters tied directly to lore and character progression

Used diegetic guidance (NPC hints, notes, audio cues) to minimise UI prompts and strengthen immersion

Sliding Doors

Personal Project (Post-Graduation) Twine (SugarCube) – Jul 2025–Sep 2025

Designed a painting miniature game where colours/tones/moods reflect player insight, with outcomes controlled by variable logic

Built a gift economy system where painting quality affects income and relationship progression

Replay-focused structure with multiple routes, evolving scenes, and reactive story moments

Implemented Twine/SugarCube systems: variable tracking, conditional dialogue, state-based scenes, dynamic text, and simple game loops

CONTACT DETAILS

- ☎ 07730040422
- ✉ abigailsutton.design@gmail.com
- 📍 Cheshire
- www.abigailsutton.com
- in www.linkedin.com/in/abigail-sutton-a19720368

EDUCATION

Computer Games Design

July 2025

University of Staffordshire

- Graduated with first-class honours

SKILLS

- **Game Development**
- Unreal Engine 5
- Blueprint
- Gameplay & level design
- GDDs & LDDs
- Player flow, pacing & readability
- **Narrative Design**
- Story & quest design
- Character & dialogue writing
- Branching/conditional dialogue
- Narrative systems & implementation
- Environmental & diegetic storytelling
- **QA**
- Gameplay testing
- Bug reproduction & reporting
- Regression/fix testing
- Community issue reproduction