

# Curriculum vitae

## PERSONAL DETAILS

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## BSC (HONS) COMPUTER GAMES DESIGN - KEY MODULES:

Games Development Project: 85%, Multiplayer Level Design: 73%, Narratology for Games: 80%, Cinematics for Game Design: 70%, 2D Game Creation: 70%, Experimental Level Design: 80%, C++ For Game Designers: 74%

## PROFILE

I am a Game Designer based in Cheshire who graduated from the University of Staffordshire in July 2025 with First Class Honours in Game Design. I specialise in narrative design, with a strong interest in creating engaging and emotional experiences supported by hands-on development experience in Unreal Engine, Twine and RichCast, and a passion for narrative-driven RPGs.

## SKILLS

### Game Development:

- Gameplay and level design-focused projects across single-player, multiplayer, and experimental projects
- Strong understanding of player flow, pacing, and readability
- Iterative design approach informed by playtesting and feedback
- Experience producing clear GDDs and LDDs

### Narrative Design:

- Experience designing narrative-driven gameplay across linear and branching projects
- Strong understanding of narrative pacing, emotional beats, and player engagement
- Integration of story into gameplay through puzzles, exploration, and player decision-making
- Use of environmental and diegetic storytelling to guide players without heavy UI
- Familiarity with narrative systems such as variables, conditional dialogue, and state-based scenes

### Soft Skills:

- Led a multi-disciplinary student team as Senior Lead Designer during a collaborative project, coordinating tasks and guiding creative direction
- Collaborative problem-solving
- Scope awareness & time management

## KEY PROJECTS

### Spiritbreach - Final Year Project (University) Oct 2024 - Feb 2025 | Unreal Engine 5

- 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) Jul 2025 - Sept 2025 | Twine (SugarCube)

- Designed a painting minigame 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