

ABIGAIL SUTTON

PERSONAL STATEMENT

Game Designer with professional experience in narrative and quest design, dialogue implementation and gameplay quality assurance, backed by a First-class BSc (Hons) in Computer Games Design from the University of Staffordshire.

WORK HISTORY

Game Designer

March 2026 - August 2026 | STUDIO 369

- **Project: Noble Legacy**
- Wrote main story dialogue and designed new characters, including their quest dialogue
- 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

CONTACT DETAILS

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SKILLS

- **Game Development**
- Unreal Engine 5
- Blueprint & C++
- 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