

NATHAN BIBBY

Level Designer

Experience

Playground Games, Fable - Associate Level Designer (2023-2025)

During my time at Playground, I was able to work on varied types of content from engaging combat areas to more exploration based areas requiring interesting and fun traversal. More info is available on my portfolio ([linked below](#)).

Responsibilities:

- **Research**
 - Making sure to always be building from reference, whether that be concept art, real-life places or references from similar games. Making sure that it's aligned with Art direction.
- **2D Plans**
 - Creating top-down maps in order to get across the general idea across to leads and directors before starting to block something out.
- **Blockouts**
 - I was involved in the creation of many POIs as well as a modular set of interiors. This process included working quickly whilst maintaining best practices and getting feedback from other level designers, artists, and my lead as soon as possible in order to iterate on my work and reach a high-quality end product.
- **Documentation**
 - I was active on the studio confluence website in order to break down my work to be as clear as possible for artists e.g. showing and detailing areas which were created with specific intentions to make sure that intention is maintained after an art pass.
- **Splines + NPC setup**
 - I set up and updated many NPCs as well as managing splines which helped with NPC traversal and player navigation.
- **Collaboration**
 - As mentioned in earlier sections, I have lots of experience collaborating with a variety of different disciplines including, Art, Quest, Design teams as well as presenting to Directors. During certain tasks, I communicated directly with the key stakeholders so make sure deliverables were achieved on time.

Skills

- Level flow, pacing, metrics, combat encounters and composition
- Blueprinting/Visual Scripting
- Quick Iteration on feedback
- Effective Collaborator
- Proficient in UE5, 3DS MAX, Photoshop
+ experience with other proprietary game engines

Education

University of Central Lancashire, BA GAMES Design — First-Class Honours (2019-2022)

Personal

My first and most recent job in the industry was as an Associate Level Designer at Playground Games working on the reboot of Fable, however outside of work I enjoy playing lots of different types of games, story-rich singleplayer games in-particular, such as Mass Effect and Dishonored which is what motivated me to pursue a career in level design.

Other than gaming, I enjoy experimenting in the kitchen to make vegetarian and vegan recipes. I am also a life-long fan of Everton FC and am currently trying my hand at wood whittling.