

# First name Last name

Address • Somewhere in Ireland

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## Leading free-to-play game designer wants to be your next hire!



### No Noob when it comes designing free-to-play games!

I levelled up for two and a half years, working for one of the world's leading games companies, Wargaming.net, best known for the free-to-play games *World of Tanks*, *Total War: Arena*, and *World of Warships*, among many other titles I designed in-game content for. During my time in the games industry I've had to wear many different hats (game designer, content creator, mission designer, writer, historical researcher, localisation manager etc...) and you can always rely on me to be a general fountain of gaming knowledge!

In addition to game-design experience for PC, mobile, and console video games, I have also designed content for table-top roleplaying and Live Action Roleplay systems, such as The Lorien Trust!



### A designer who is not afraid of numbers or code!

I've +2 to my roll for any math and statistics checks thanks to graduating top of my class of over 360 in Economics! I'm also no stranger to digital content. I've studied Computer Science, and I trained our new employees at Wargaming in using HTML and our content management system.



### Global top-20 real-time-strategy gamer with a following for his writing!

An eager gamer and lover of all things nerdy, I have a fan base that follow my game writing (they know me as the [url guy](#)) complete with my own fan [Twitter page](#)—made after my writing went [viral](#)! I've also been to industry events such as gamescom in Germany, where I developed our publication strategy for Europe's largest gaming trade show and managed our team of writers. I'm also no stranger to strategy games, being a former top-20 ranked gamer for the competitive real-time-strategy title *Company of Heroes*!

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## But talk is cheap, so let me show you what I've done!\*

\*Please also find included with this application a narrative design document for a sci-fi title I created called Apex online.

### Sample Articles Written and researched (including mission design and historical research!):

#### 1. Night Battles off Guadalcanal

A historical article with themed in-game missions, researched, written and built by myself for the European *World of Warships* portal:

<https://worldofwarships.eu/en/news/general-news/missions-guadalcanal/>

#### 2. Update 13.3.7—Czech Navy coming soon

Fake April Fools patch notes that I created, introducing the mighty landlocked nation of Czechoslovakia to *World of Warships* (I suggest you Czech it out):

<https://worldofwarships.eu/en/news/general-news/weve-got-our-priorities-straight/>

#### 3. Premium Shop: Duca d'Aosta ready for action!

Sales article introducing our first Italian ship. I also implemented the monetization bundle links using Bitly which linked to our store and which I later analysed:

<https://worldofwarships.eu/en/news/general-news/the-ducas-of-hazzard/>

#### 4. June Event Calendar

All the cool things going on in *World of Warships* in June, complete with cheesy URL!

<https://worldofwarships.eu/en/news/general-news/suns-out-guns-out/>

#### 5. Céad míle fáilte: Saint Patrick's day Special

Is it stereotyping that they always ask the Irish guy to create the Paddy's day specials?

<https://worldofwarships.eu/en/news/sales-and-events/novelty-leprechaun-hat-with-every-purchase/>

#### 6. Dasha Presents Update 0.6.4

Our developers might not always speak the best English, but that never stops me getting them to divulge what's coming in the latest game patch!

<https://worldofwarships.eu/en/news/game-updates/gotta-patch-em-all/>

#### 7. New Italeri models: Tirpitz

Joint project between World of Warships and the scale-model company Italeri:

<https://worldofwarships.eu/en/news/general-news/Italeri-Tirpitz/>

#### 8. Weekend Special: Battle of Midway and Kaga is here!

Weekend special offers and the new Japanese ship *Kaga*:

<https://worldofwarships.eu/en/news/sales-and-events/kaga-chameleon/>

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## Historical/gameplay Web Widgets:

### 1. 100 Years of Tanks: The British "Devil" and Its Brothers

Fact checker and editor for this historical article on the world's first tanks. I also implemented the widget allowing for side-scrolling text:

<https://worldoftanks.eu/en/news/history/100-yot-devil-brothers/>

### 2. FV4202 (P): Gameplay Guide

Built the tank-blueprint widget and the article, and implemented the Armor Inspector widget:

<https://worldoftanks.eu/en/news/general-news/fv4202p-gameplay-guide/>

### 3. UK Cruisers – Overview

Built the article and implemented the "British Cruisers branch" widget in this article:

<https://worldofwarships.eu/en/news/general-news/uk-cruisers-overview/>

### 4. Version 9.16: Take a Trip to Paris in Random Battles

Created the article and implemented the galleries and "Whirlwind Tour of Paris" widget:

[https://worldoftanks.eu/en/news/general-news/9\\_16\\_paris\\_map\\_gameplay\\_review/](https://worldoftanks.eu/en/news/general-news/9_16_paris_map_gameplay_review/)

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## Editing:

### 1. Inside the Tanks: The T-54/T-55 - World of Tanks

Historical script edited and fact checked for our "Inside the Tanks" YouTube series (English subtitles also created):

<https://www.youtube.com/watch?v=KeADlaadAR8>

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## Titles worked on:

### 1. *World of Tanks Blitz* European portal

Manager/designer of in-game and portal content for the mobile title *World of Tanks Blitz*:

<https://wotblitz.eu/>

### 2. *World of Warships* European portal

Manager/designer of in-game and portal content for the EU region: <https://worldofwarships.eu/>

### 3. Other games worked on:

[World of Tanks](#), [World of Tanks Console](#), [World of Warplanes](#), World of Tanks Generals, Total War: Arena, [Master of Orion](#), Hybrid Wars, Lorien Trust (Live action Roleplay)