

Richard Stamp

Games Designer

Contact

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Key Skills

Unity
Intermediate C#
Unreal Engine 4
Agile Project Management
Systems Design
Rapid Prototyping
Version Control (Bitbucket & Github)
Public Speaking & Presenting

Accolades

Grads in Games Finalist (Student Game) 2021

Education

Falmouth University Games Academy
2018 – Present
BA (Hons) Games Development (Design)

Profile

I am a driven, passionate Games Designer with a focused interest in both Systems design and Production. With a history of both retail, team and community management experiences I am always looking for new ways to get the best out of the people I work alongside to get the most out my work environment. I welcome new experiences and opportunities to improve my skillset.

Experience

Owner / Manager • 8-Bit Gaming Bar – 4 Years

Creating and maintaining a community of like-minded games enthusiasts and keeping on top of current trends while running a popular and unique business. Included a lot of tournament arranging and management!

Assistant Manager • Myatts of Falmouth • 7 Years

Went from Trainee to Assistant Manager in under three years. Learned a lot of retail management skills including staff, cash and stock management.

Notable Games Credits

Stream Quest • All Non-Art Roles • Available on Steam

Starting as a portfolio piece, Stream Quest is a chat-controlled RPG designed for Twitch streamers to support them when taking breaks or during longer streams and received a lot of positive attention during use.

Conveyor • Design / Code • Available on Itch.io

Our major 2nd Year project lasting the whole academic year. Worked in Systems Design, helped with additional Programming work in C# and Production roles.

Forgery • Design / Production • Available on Itch.io Soon

Our current 3rd Year Project, leading a team of 9 in creating a highly polished vertical slice for an Overcooked-inspired game. Full time production role to keep the project scoped and running.