

Barnabas Mark Scotson

Game Designer

Portfolio:

barneyscotsongamedesigner.co.uk

Recent Experience

In my time at ThirdKindGames I have worn many hats as Systems Designer, Level Designer and Combat Designer on various projects, including Challenge Designer. Currently I am responsible for the sponsorship challenges within MTB Mavrix by Matt Jones where I have worked with the design team to create and iterate on 180 unique challenges across 3 sponsors for early access available 24th July 2025.

Previously I was responsible for creating layouts for PvP challenges, level design, and the Party Pass system for the live service game Blankos Block Party. This involved taking data from behaviour like challenge completion rate and time it took the player to complete, to edit and redesign challenges that players wanted to engage with. Throughout my time at ThirdKindGames I worked closely with developers from all disciplines, both internally and with Client Development teams.

Education & Experience

2024 Sept-Present

ThirdKindGames - Game Designer

Game Design generalist with System and Combat design specialities

2022 Mar- 2023 Nov

ThirdKindGames - Associate Game Designer

Game Design generalist with System and Combat design specialities

2022 Jan- Mar

Taran3D - Junior Unity Developer

Asset management/editing, Project management & Production

2019-2020

MSc in Video Game Enterprise, Production & Design

Merit Video Game Enterprise, Production & Design

2017-2019

BA in Video Game Design and Production

2:1 Video Games Design and Production

2014-2016

BTEC level 3 in Creative Media Production (Computer Game Design)

DDM in Creative Media Production

2009-2014

Perry Beeches The Academy

10 GCSEs & equivalents including Maths and English

Skill

Unreal Blueprints (3 years)

Javascript (6 months)

C# (1 year)

Photoshop (2 years)

Maya (2 years)

Visual studio (2 years)

Unreal 5 (5 years)

Unity (2 years)

Microsoft Office (6 years)

Hansoft (1 year)

Jira (3 years)

About Me

I am a 27 year old games designer from Birmingham, with specialities in System and Combat Design. Professionally, I pride myself in being a hard worker, team player, and most of all a lover of all things gaming. In my spare time, I can be found playing tabletop games like Dropzone Commander, Warhammer 40K, Age of Sigmar, and Dungeons and Dragons.