

Tom Woodbridge

Gameplay Designer



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Guildford, UK

Work History

Gameplay Designer at Jumpship

2020 - 2024

Level Design / Gameplay Mechanic Design / Prototyping / Implementation in Unity / C# coding

I helped to design levels, puzzles and mechanics for *Somerville*. This project had a strong focus on cinematography, which was an interesting challenge.

I also worked on a new IP. It was fascinating to work on a project at the ideation stage; I had the opportunity to design original gameplay mechanics, some of which became core to the project.

Technical Designer at Fireproof Games

2014 - 2020

Level Design / Puzzle Design / Prototyping / Implementation in Unity / C# coding / Maya previsualisation

I joined Fireproof to work on *The Room* series, which was a wonderful opportunity to learn about puzzle design, Unity and C#.

The Room 4 was my personal favourite; I designed around half of the game's puzzles and playable content. The game was nominated for two BAFTAs in 2019, to our delight!

Designer & Animator at Supermassive Games 2010 - 2014

Level Design / Gameplay Mechanic Design / Animation / Rigging

Supermassive Games was my introduction to the industry. I joined in an animation role, which also required rigging and Maya scripting.

I was fascinated by level design, and *LittleBigPlanet's* 'Create Mode' had been a hobby for years. So I was excited to find a team at Supermassive working on the LBP series! I applied for a level design role, and went on to design levels for LBP Vita. This was a lovely introduction to design.

Animator at Blue Zoo Productions

2008 - 2010

Animation / Rigging / Maya Scripting

Blue Zoo is an animation studio which specialises in children's television. My role included character animation, rigging and modelling.

About Me

I've been in the industry for 14 years; starting out as an animator, and later moving into design. I love games which feel joyful and human.

Shipped titles:

- Somerville (PS4, PS5, Xbox PC)
- The Room VR: A Dark Matter (PS VR, SteamVR, Meta Quest)
- The Room 4: Old Sins (PC, mobile)
- The Room Three (PC, mobile)
- LittleBigPlanet PS Vita (PlayStation Vita)
- Wonderbook: Walking with Dinosaurs (PS3)
- Start the Party! Save the World (PS3)
- Start the Party! (PS3)

Proficiencies:

- Gameplay design, level design, puzzle design
- C# programming
- Prototyping
- Unity Engine
- Previsualisation in Maya
- Animation
- Jira, Confluence

Interests:

Board games, film, theatre, stand-up comedy, and the Edinburgh Festival!

Education

BA (Hons) Computer Visualisation & Animation (1st)

Bournemouth University

2005 - 2008

This course focused on the principles of computer graphics. It explored a wide variety of disciplines: computer science, maths, C++ programming, OpenGL, Maya scripting, rigging, animation, and cinematography.

My final project was a short animated film, which won the Blue Zoo Productions award for best Major Project.

A Levels from Graveney School

2003 - 2005

Physics (A*), Art and Design (A*), English Literature (A*), Philosophy AS (A*)

Showreel

