

# Robert McLachlan

## Lead Designer

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I am a video games designer with 15 years of experience. I have worked on 11 major projects for three generations of consoles and PC.

I'm a lifelong games player. I have a range of design experience including level, world and system design, content implementation and balancing. I have had lead responsibility on seven projects, and have experience leading teams of designers and large numbers of multidisciplinary mini-teams.

I'm great at leading teams and communicating with production, code and art colleagues. I have extensive technical knowledge of many different software packages and games development suites. I have excellent written and verbal communication skills and pride myself on my clarity of expression. I am perfectionist in my approach, and strive to push games to the cutting edge of the industry. I enjoy learning about, teaching and explaining games design, and mentoring new designers.

## Projects

### Lead Designer/Senior Designer, Climax Nov 2010 – Aug 2015

- *Assassin's Creed: Chronicles* – Senior Designer on 2D/3D sidescroller.
- *Unreal 4 Action Game* – Lead Designer on Zelda-style adventure.
- High level pitches - projects for Namco Bandai, Oculus, Amazon and Nintendo.
- *Legacy of Kain: Dead Sun* (XB1/PS4/PC) – Lead Level Designer. Involved in management of the project. Lead environment team of 16 people.

### Lead Level Designer, The Creative Assembly Feb 2009 – Nov 2010

- High level design work on several unannounced 360/PS3 projects as well as the early stages of *Alien: Isolation*. Led a team of four designers. Managed design schedules and tasks, and led design and brainstorming meetings. Gave guest game design lecture to Brunel University students and attended GDCE.

### Lead Level Designer, Climax May 2005 – Feb 2009

- *Silent Hill: Shattered Memories* (Wii) – Led a team of four level designers on this groundbreaking Wii survival horror game.
- *Elveon* (360/PS3/PC) – Led a team of five level designers on this unreleased Unreal Engine 3 Action RPG. Implemented huge open world levels.
- *Silent Hill: Origins* (PSP/PS2) – Led a team of three level designers, created two major game levels and designed the town map.
- *Ghost Rider* (PS2/Xbox/PSP) – Lead level design position.

### Level Designer, Particle Systems / Argonaut Sheffield Jan 2001 – Oct 2004

- Level Designer for *Exo*, *Powerdrome* and *Lego: Bionicle* for PS2 and Xbox, plus pitches and demos for multiple platforms.

## Key Technical Skills

### Game Editors

I have expert knowledge of Unreal Engine on all platforms.

I have used Unity, Renderware Studio and many other proprietary editors. I've created specifications for internal tools and can learn new tools very rapidly.

### 3D Packages

- Maya: 14 years of experience in game development, able to rapidly model low poly environments to high standards of quality and accuracy.
- 3DS MAX and Lightwave: Extensive experience creating levels and game assets.

### Scripting

I have extensive experience using visual scripting tools such as Blueprint and Kismet. I also have experience using Java and proprietary C-style scripting languages in games development and have a good understanding of basic programming.

### Other

Microsoft Word, Excel, Photoshop, Illustrator, Visio and Sketchup; source control packages such as Perforce and Alienbrain; QA tools such as Bugzilla, Mantis and TestTrack Pro.

## Education

### Leeds University

2:1 BA English Literature

## Relevant Experience

I have experience being the vision holder for a title, presenting and explaining game concepts both internally and to clients. I favour an inclusive team structure, in which all team members have a strong voice and personal ownership of their game.

I've designed multiplayer gameplay, game modes and maps in a professional capacity. I have played every genre of online game. I know what makes a good multiplayer game.

I'm confident interacting with online communities in a professional manner, and familiar with online server and community culture. I have designed Free to Play mechanics and monetisation strategies, as part of my extensive experience preparing pitches and demos for many different games.

I have started up my own indie studio and completed extensive work on an Unreal 4 narrative horror game. I am currently playing *SOMA* and *Civilization*.

## References

Professional and personal references are available on request.