

Rob McLachlan

Lead Designer

robertmclachlan@gmail.com | 07786863515 | www.murky.net
2 Potters Croft, Horsham, RH13 5LR

I am a games designer with 17 years of experience. I have worked on 11 major projects for three generations of consoles and PC. I've spent the last three years running an indie studio.

I'm a lifelong games player. I have a wide range of design experience including level, world and system design, implementation and balancing. I have had lead responsibility on seven projects, with experience leading both designers and mixed agile teams.

I'm great at communicating with production, code and art colleagues. I have extensive technical knowledge of games development software, principally Unreal Engine 4. I have excellent written and verbal communication skills. I want to create games which stand the test of time and set the standard other games follow. I most enjoy rapid prototyping, working fast with the team to get stuff into a game. I also love mentoring new designers.

Work History

Director, Lost Forest Games

Aug 2015 – Present

- Created Winter Hall – a time travelling folk horror narrative exploration game.
- Managed the company and a remote team of 10 developers
- Created and implemented game systems, environments and art assets.
- Won funding from the Epic/Wellcome Trust Developing Beyond competition and the UK Games Fund totalling £100k.

Senior Designer, The Creative Assembly

Feb 2017 – Apr 2017

- Total War: Arena – Senior Designer on multiplayer online RTS.
- Led the world team and managed the concept, balancing and delivery of maps.

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 for Namco Bandai, Oculus, Amazon and Nintendo.
- Legacy of Kain: Dead Sun (XB1/PS4/PC) – Lead Level Designer. Managed environment team of 16 people.

Lead Level Designer, The Creative Assembly

Feb 2009 – Nov 2010

- High level design work on the early stages of Alien: Isolation. Led a team of four designers. Managed design schedules and wrote story and world treatments.

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.

Key Technical Skills

Game Editors

I have expert knowledge of designing games using Unreal Engine 4.

I have used Unity and many other proprietary editors. I've created specifications for internal tools and can learn new development environments rapidly.

I can use Maya or other 3D packages to rapidly model prototype environments and assets.

Scripting

I have extensive experience using Unreal Blueprint to create game systems and content tools. I am great at copying and pasting C++ until it works.

Other

Microsoft Word, Excel, Photoshop, Illustrator, Visio and Sketchup; source control packages such as Perforce. 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 inclusive team structures, in which all team members have a strong voice and personal ownership of their game.

I've designed multiplayer gameplay 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.

I play all sorts of games, although my son is now better at Mario than me. My Steam backlog is primarily composed of story based exploration games which push innovation and atmosphere in their worlds.

References

Professional references are available on request.