

Peter Fury

Gameplay / Technical Designer

London, UK | Remote-friendly | Willing to relocate | Full right to work in the UK and EU/EEA

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PROFESSIONAL SUMMARY:

I'm looking for a gameplay, level, or technical design role where I can work hands-on in the engine - building and iterating on gameplay systems, combat, traversal, levels, and moment-to-moment player feel.

Gameplay/Technical Designer with 18 years across AAA and indie. Started in 3D modelling and animation, moved through design, QA, community and brand roles, then spent eight years applying that full-pipeline knowledge at Square Enix, while maintaining continuous hands-on development in Unreal Engine and Godot throughout. Specialist in combat, level flow, moment-to-moment feel, balance tuning, and finding the "invisible" issues that playtesting alone won't surface.

SKILLS:

Unreal Engine (Blueprints), Godot (GDScript), Unity (C#), Combat Systems, Encounter Design, Level Design, Systems Design, UX & Product Systems, Playtesting & Balance Tuning

WORK EXPERIENCE:

SQUARE ENIX LONDON STUDIO

2018 - 2026

Global Development Support & Communications Lead

Embedded with the External Studios portfolio (Outriders, Life is Strange, Just Cause) as a gameplay specialist, evaluating builds, diagnosing design and systems issues, and driving improvements across combat, pacing, and player experience.

Key Achievements:

- Wrote the Outriders demo design spec (scope, onboarding, progression, difficulty); the demo generated 300k+ pre-orders, the highest in Square Enix Steam history.
- Identified encounter pacing spikes during playtests and delivered targeted tuning that cut player drop-off by 30%.
- Diagnosed root-motion and turn-rate issues in Life is Strange PC builds; worked with engineering to deliver a grounded, responsive player controller.
- Introduced an alternative milestone evaluation process that surfaced critical issues earlier, improving product-level decision making.
- Planned and shipped large-scale hands-on demo builds for global reveals and press events.
- Isolated and drove the fix for a PlayStation build visual regression ahead of launch.

INDEPENDENT DEVELOPMENT

2020 - Present

Continuous hands-on prototyping and shipping in Unreal Engine (Blueprints) and Godot (GDScript) alongside full-time work.

Crystal Drive Z - Arcade Roguelite

2026

Solo-developed and shipped a Godot 4 arcade roguelite, expanding Crystal Drive into a 99-level run with five ships, three pilots, four multi-phase bosses, and permanent progression.

Key Achievements:

- Designed a unified crystal economy linking score, hull repair, dash charge, upgrades, and run progression.
- Built physics-driven asteroid and enemy interactions, authored boss encounters, and tuned attacks for movement-only survivability.

PowerUp Workout - Workout Planner & Tracker

2026

Solo-designed and developed an app for multi-week workout planning, fast set tracking, and bodyweight-relative strength progression.

Key Achievements:

- Designed interconnected planning, logging, personal-best, goal, XP, level, and 116-achievement systems around a 73-exercise library.
- Built a local-first UX with readable on-device data, no accounts or telemetry, and positive, non-punitive feedback.

Resonance Social - Social Analytics Command Centre

2026

Solo-designed and developed an app that gamifies social performance analytics across X, Threads, Instagram, TikTok, and YouTube.

Key Achievements:

- Designed explainable resonance scoring, personal benchmarks, a 25-step competitive rank, quests, streaks, and 100 badges.
- Implemented a consent-based local data model with live YouTube syncing and optional platform adapters.

Zero Protocol - Action-RPG

2025 - TBD

Solo-developed isometric dark sci-fi action-RPG in Godot (GDScript), focused on 3D combat systems, AI, and traversal.

Key Achievements:

- Designed and implemented all gameplay systems in GDScript.
- Built a reusable, modular gameplay architecture covering 3Cs, state machines, AI behaviour, and input handling.
- Built and validated multiple playable prototypes, testing combat feel, encounter pacing, camera behaviour, and responsiveness.
- Established lightweight workflows for collaborating with artists and contractors, prioritising small scope and fast, playable iteration.

Crystal Drive - 2D Top-Down Space Runner

2025

Solo-developed and shipped on itch.io, designed and built in three weeks in Godot.

Key Achievements:

- Switched engines from Unreal to Godot and shipped a complete game in under a month.
- Built core systems covering traversal, collectibles, scoring, save games, and online leaderboards.

PQUBE

2015 - 2018

Event Producer and Western Communications

Gameplay specialist working with international development partners to improve usability, pacing, and player experience for western audiences.

Key Achievements:

- Drove the shift from staggered to day-and-date global releases, increasing western engagement and sales by 3x+.
- Led structured playtests and translated feedback into design changes that improved review scores.

F-GEN CREATIONS - 3D Artist, Animator & Game Designer **2012 - 2016**

Freelance 3D asset and design consultation work for university and start-up projects, taken on alongside full-time employment elsewhere during this period.

UBISOFT - QA, Technical Support & Gameplay Capture **2010 - 2012**

Became the first dedicated gameplay capture artist in the UK.

DRY WIT GAMES - Game Designer & 3D Artist **2008 - 2010**

Started as a 3D artist; quickly expanded into animation and game design.

EDUCATION:

Teesside University, Middlesbrough, UK **2010 - 2011**

Master of Games Art; Major in Game Design

Teesside University, Middlesbrough, UK **2008 - 2009**

Bachelor of Computer Games Art; Major in Character Design

Noroff Institute, Oslo, Norway **2006 - 2008**

Bachelor of 3D Design and Animation; Major in 3D Film Production

SELECTED SHIPPED TITLES:

Outriders, Outriders Worldslayer, Just Cause 4 + DLC, Life is Strange 2, Cat Quest, Guilty Gear Xrd Rev 2, Far Cry 3, Rayman Origins, Assassin's Creed Revelations