



INDIA MCCONVILLE

Game Designer

PROFILE

I am a First-Class B.Sc. Games Designer from Staffordshire University, who is passionate about all game design, from more creative areas such as narrative and level design to technical mechanics and system building. I come from a creative background and thoroughly enjoy using my artistic skills to influence my work.

Growing up, I was often discouraged from playing the same games as my peers due to my gender. Discovering titles like *Halo 3* and *Titanfall 2*, which became personal favourites, deepened my commitment to creating inclusive and accessible games for all players.

I am applying to connect with industry professionals and companies for future career opportunities.

Current Portfolio:

<https://www.indiamcconville.com>

CONTACT

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HOBBIES

Art and Design
Video Games
Web Creation
Communication/Narrative Writing

ACHIEVEMENTS

- 1st GradX 2025 Winner for Applied Game Design – entry 'Hunt the Witch'
- St. Peter's Catholic High School:
- 2020 Highest Performer for Fine Art
 - 2020 Highest Performer for Design and Technology
 - 2015-2023 Student Council Representative

EDUCATION

Staffordshire University (2022-2025)

First Class Degree in Games Design (B.Sc.) // GradX 2025 Winner

Winstanley College – Alevels (2020 – 2022)

Fine Art: A** Psychology: B Geography: B

St. Peter's Catholic High School - GCSE's (2015-2020)

Mathematics:7 English:7 Art:9
Design and Technology:8 Biology:8 Geography:8
Religious Education:7 Chemistry:7 Physics:7,

WORK AND EXPERIENCE

Axiosys Studios – Level Designer (2025-present)

I currently work as a Level and Game Designer on the game *Mawforged*, a First-Person Survival RPG. My role includes level design of an open world, environmental design, quest planning around POI narratives and QA for all design elements. This has taught me to work effectively in a large team, expand my game design knowledge and communication with others.

Digital Voices – Treescape Game Design Consultant (2024)

I aided Digital Voices in their collaborative Treescape Roblox project as a design consultant, tester and analyst for the produced game. This role gave me insight into industrial game design work, as well as analytical skills and furthered my level design proficiency.

Web Creation for The Worktop Centre Ltd. (2023 – 2025)

I provided web services and creating a refurbished website for a worktop seller in the Northwest. This role has improved my confidence and communication skills, as well as requiring some fast learning and problem solving.

Games Jams and Independent Projects. (2023 – present)

I have been taking part in games jams with a group of peers, as well as working on my own projects to expand my knowledge beyond my university course. I've found this informative and beneficial to my overall knowledge of design, and plan to release my own titles as a passion project.

SKILLS

Skills:

- Unreal Engine 4/5 Blueprints & C++ (&UEFN)
- Hammer Editor/ Source 2
- 3Ds Max/Blender
- Adobe Application

Currently learning:

- C++, C# and Python

I excel both in team collaborations and independent work, consistently delivering high-quality results with conscientious attention to detail.