



# Catherine Woolley

## Game Design and Level Design

Location: West Sussex

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### Employment History

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#### Media Molecule

Designer (August 2017 – Present)

- Dreams

#### The Chinese Room

Senior Designer (June 2016 – July 2017)

- So Let Us Melt

#### Creative Assembly

Senior Designer (October 2014 – June 2016)

Designer (July 2011 – October 2014)

- Alien: Isolation
- Halo Wars 2

#### Electronic Arts Bright Light

Designer (January 2010 – July 2011)

- Harry Potter and the Deathly Hallows Part 1
- Harry Potter and the Deathly Hallows Part 2

#### Design Editor (July 2009 – January 2010)

- Flips Enid Blyton – books 1-3 (DSiWare)
- Flips Too Ghoul for School – books 1-3 (DSiWare)
- Flips Enid Blyton Adventure series (Nintendo DS)
- Flips Mr Gum (Nintendo DS)
- Flips Percy Jackson (Nintendo DS)
- Flips Cathy Cassidy (Nintendo DS)
- Flips Artemis Fowl (Nintendo DS)
- Flips Enid Blyton The Faraway Tree Stories (Nintendo DS)
- Flips Too Ghoul for School (Nintendo DS)

### Skills

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Design	Experienced Level designer through content creation and implementation Experience with node-based and language based scripting systems Mechanics design creation and implementation Managing of other members of staff through training and feedback
Engines	CAGE (Creative Assembly Game Editor) · Halogen (Electronic Arts Editor) · Game Maker · Unreal Editor 4 · Twine · Unreal III Engine · Various in-game editors

### Education

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BA (Hons) in Computer Games Design – First Class Honours  
*University of Wales, Newport*

2006-2009