



Catherine Woolley

Game Design and Level Design

Location: West Sussex

Email: catherine@catmoo.co.uk Website: <http://www.catmoo.co.uk/>

Employment History

The Chinese Room

Senior Designer (June 2016 – Present)

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

Electronic Arts Bright Light

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

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
Programs	Microsoft Office · Sketchup · World Machine · Photoshop · Perforce · XMind · DevTrack · Mantis · Hansoft · 3DS Max · Flash · Notepad ++ (XML, PHP, HTML)

Education

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

2006-2009