

Nick Speedie

UE Tutor | Game & Level Designer

CONTACT

Belfast, Northern Ireland

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[View My Portfolio](#)

[Final Year Project](#)

[LinkedIn Profile](#)

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EDUCATION

BSc (Hons) Games Design
Bournemouth University

Second Class Honours (Upper) 2:1
2021 - 2024

A Levels
Magherafelt High School
2019 - 2021

SKILLS

// PROFESSIONAL

- Passion for Games
- Strong Communication Skills
- Self-Driven
- Self-Motivated
- Documentation Skills
- Problem Solving

PROFILE

Graduate from Bournemouth University with over 2+ years of Freelance Level / Game Design experience. I am seeking full time employment in the games industry. I have been educated in a wide range of the game development production cycle including designing with Unreal Engine and Unity, aspects of 3D Modelling / animating within Maya and experience using project management software. Passionate about creating engaging gameplay experiences and eager to contribute to a collaborative studio environment.

Available and Open to relocation within the EU / UK.

WORK EXPERIENCE

Tutor | Unreal Engine 5

Software Academy | Dec 2024 - Jun 2025

Part-Time, teaching ages 6-16 in L1 3D Computer Games Design & Development each week online over Zoom.

- Writing end of term reports for students
- Blueprint Scripting / Rapid Prototyping
- Material Creation
- Level Design & Creation
- BSP Brushes
- + more

Freelance Level Designer

Branching Sickness | June 2024 - Present

Branching Sickness is an upcoming fan made game set in the Halo universe - combining elements that fans have wanted for years: flood horror and a game featuring a marine as the main character in UE5.

- Campaign level designer, designing and fine tuning levels with a focus on pacing, balancing combat intensity with exploration to maintain player engagement
- Ensuring I work close to the team to ensure level metrics and design / visual targets are met
- Building gameplay moments for PvE experiences, combat encounters
- Perforce Helix Version Control

Freelance Level Designer

Soon Studios | Installation 01 | Sept 2023 - Present

Joined the Installation 01 team as a Level Designer working on their upcoming VR based on the Halo series for Windows, Linux, macOS being developed within Unreal Engine 5.

- Multiplayer level designer, designed multiplayer arenas
- Conducted internal playtests and implemented feedback to improve balance and flow
- Github Version Control



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SKILLS

// SOFTWARE

- Unreal Engine 5
- Blueprint Visual Scripting
- GitHub Version Control
- Helix / Perforce Version Control
- Unity 2021
- Jira / Confluence
- Clickup

AWARDS / OTHER

Outstanding TIGA Graduate of the Year Acolade
TIGA | UK Games Education Awards 2024

Sept 2024

[Article Here](#)
[Award Listing](#)

Student Ambassador
Grads In Games (GiG)

Oct 2023 - Jul 2024

Exemplary Assignment
Bournemouth University

Level Design Fundamentals (LDF)
Assignment selected to serve as a model for current first-year students due to high performance and grading

Mar 2024

Buddy Volunteer
Bournemouth University

International Buddy Scheme is a non-academic, peer to peer support scheme coordinated by SUBU (Student's Union at Bournemouth University) that aims to help new International Students settle into life at University and in Bournemouth.

Oct 2023 - May 2024

VOLUNTEERING

Event Assistant & Mentor

NI SCREEN Academies | July 2025 - August 2025

- Supported the delivery of a 5-day, in-person Game Jam that brought together teenagers from across Northern Ireland to collaborate on designing and developing original games.
- Assisted participants with technical challenges, gameplay ideas and project problem-solving to ensure teams could progress effectively.
- Helped foster a creative, collaborative environment across both Belfast and Derry locations, encouraging students to explore unique concepts under time constraints.
- (BBC Article [Here...](#))

President / Founder

SUBU | Games Development Society | Oct 2023 - Jul 2024

Setup / President of the Games Development Society at Bournemouth University in my Final year with over 140 Members from both BU / AUB.

- Guest Speaker Events (Larian Studios, Cosmara Games + More)
- Workshop Events (C++ within Unreal & Shaders within Unity) based on student feedback
- Hosted and ran multiple Game & Art Jams

Head Volunteer

TIGA | TIGA Education Conference | Jul 2024

Invited to attend TIGA: Education Conference being hosted at Bournemouth University and was able to assist on the day.

- Lead Point of Contact (POC) on the day between my assistants & TIGA organisers
- Welcomed and checked-in attendees at the front desk
- Ensured the event / panel discussions kept on time
- Adjusted slides with each panel
- Answered and Directed any questions or concerns that arose from attendees

REFERENCES

• Professor Fred Charles

Head of Creative Technology Department

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• Peter Allen

Demonstrator in Games Technology

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