May Watkinson

Systems/Combat and Narrative Designer

Portfolio: https://maywgames.com/
LinkedIn: https://www.linkedin.com/in/may-watkinson-08a1b2270/
Email: maywdev@gmail.com
Phone: Provided Upon Request
Address: Provided Upon Request

PREVIOUS PROJECTS

Flash-Blade Renegade, *Combat Designer & Design Lead – Sep 2023-Apr 2024, made at DigiPen Institute of Technology*

- Genre & Engine: 2D Action Platformer, Unreal Engine
- Diligently adjusted player attack data in order to refine the power and satisfaction for each attack.
- Pitched the initial concept of the game and designed all major combat and movement mechanics.
- Communicated and collaborated with team engineers to create an in-engine data table that allowed for dynamic attack data adjustments.
- Designed the game's collectable mechanic, as well as the included lore snippets included with them.
- Designed the mechanics of all enemies and the game's final boss, and communicated to the team's AI programmer how to implement them.

Strike Back, *Combat Designer & UX Designer – Apr 2022-Apr 2023, made at DigiPen Institute of Technology*

- Genre & Engine: 2D Versus Fighting Game, Custom Engine
- Worked on balancing and refining attack data (frame data, damage, hitboxes, etc.) of all playable characters based on data from playtests.
- Refinement and adjustments were done to maximize satisfaction of individual moves, as well as overall balance between characters.
- Designed a full playable character's moveset and statistics for a character that was cut for time. This character had a full moveset with attack data created, and prototype animations completed.
- Assisted with the creation and balance of several of the game's unique, universal mechanics, including character special moves, and the G.R.I.T Gauge.

Heir Dash, *System Designer & Level Designer – Jan 2022-May 2022, made at DigiPen Institute of Technology*

- Genre & Engine: 2D Platformer, Unity Engine
- Designed player movement systems (walking, jumping, air-dashing) from ground-up, and communicated how the functionality of those systems should work to the team's technical designer.
- Designed and programmed the game's collectable system.
- Created over half of the game's fourteen levels.
- Programmed a basic save system to save best times and best scores.

EDUCATION

DigiPen Institute of Technology, *Redmond WA – Aug 2021-Apr 2025*
Graduated with a Bachelor of Arts in Game Design.

Tahoma High School, *Maple Valley WA – Sep 2017-Jun 2021*
Graduated with a 3.7 GPA.

TOOLS AND OTHER EXPERIENCE (Sorted by Proficiency)

- Microsoft Excel/Google Sheets
- Unity Engine
- Unreal Engine 5
- C# Programming
- Trello
- Source Control
- ArticyDraft
- Figma