LYALL CAMPBELL
DIGITAL DESIGNER & DEVELOPER

Won a competition by making a weird pizza delivery game, designed tricky levels for an award-nominated pug-puzzler, and now using my skills to improve lives through VR to support patients undergoing dialysis

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EXPERIENCE & PROJECTS

Edinburgh Napier University | 2023 - Present

Main Developer & Designer | Haemodialysis VR Simulator Project | 2023

Collaborating with the Royal Hospital for Children in Glasgow as part of another Kidney Research UK funded project to produce a training and support tool for dialysis treatment in VR. Building upon our previous peritoneal dialysis project, I am working on the design and development of our next haemodialysis version for Oculus / Meta Quest 2 with UE4.

Glasgow Caledonian University | 2018 - 2023

Main Developer & Designer | Peritoneal Dialysis VR Simulator Project | 2022 - 2023

Collaborated with the Royal Hospital for Children in Glasgow as part of a Kidney Research UK funded project to produce a training and support tool for dialysis treatment in VR. I was responsible for the majority of the development in UE4, alongside implementing art assets and iteratively producing builds for the Oculus / Meta Quest 2. I also contributed further design work, primarily involving UI, UX and additional 3D art assets.

Main Developer & Designer | DEAS EHAB Game | 2021

Collaborated with a client, EHAB, to design and develop a small site management game in Unity that aimed to teach customers about their services through play. I handled the development of the game, alongside iteratively producing UI mockups and passes in Adobe XD. The game was published for web, iOS, and Android.

Main Developer & Designer | DEAS Uptime Game | 2020

Produced a Unity mobile game for a research project for promoting and teaching customers about digital services. I handled the design and independently implemented the main game loop, UI, systems, and game managers with C#. The game was published for web, iOS, and Android. The game was developed further by request of the client, Howden, where it was playable for attendants at one of their virtual events.

Game & UI Designer | Lifelab+ / Lifelab+ Parents | 2018 - 2020

Worked on a mobile app in Unity, making game activities aimed at changing adolescent behaviours as part of a collaborative research project with psychologists from the University of Southampton. We released the app for 1,000s of teenagers for the research trial. I primarily produced wireframes and interactive UI mockups for presentations, before implementing them. I also plotted user journeys for game quests before implementing them with our mission system, alongside writing character dialogue and in-game instructions.

Steely Glint Games | 2016 - 2017

Level Designer | Party Pugs | 2016

Made over 60 fun and challenging levels for the Apple-featured and multiple TIGA-nominated mobile puzzle game, Party Pugs. I produced level design documentation, did level set dressing, and wrote names and pun(ny) descriptions for its colourful range of unlockable pug characters.

SKILLS

Game Design	Wireframing	Python
Level Design	Prototyping	
UI Design	QA	
UX Design	C# (for Unity)	
Visual Design	Unreal Blueprints	

TOOLS

Unity	Diagrams.net / Draw.io
Unreal Engine	Twine & Yarn
Adobe XD	Google / MS Office Suite
Adobe Photoshop	Trello
Adobe Illustrator	Git & Source Control

PERSONAL PROJECTS (more projects and details available on my portfolio)

Peer-2-Pizza | 2017

A first-person puzzle game for PC inspired by SUPERHOT's brilliant "time moves when you move" mechanic. A demo was developed solo for Mod DB's #MAKEITSUPERHOT competition, which required a quick pace and range of skills to prototype and develop the game in Unreal Engine 4 to meet the competition deadline - which it later won!

- Prototyped game systems and mechanics quickly using Unreal Engine 4's Blueprints
- Produced level blockouts and iterated upon them with regards to difficulty, art style and feedback
- Used Trello independently to manage tasks, schedule and priority - whilst alongside my university studies
- Distributed early game builds for playtesting and feedback - alongside making promo release material
- Showed off a demo of the game (alongside another one!) at a 3-day gaming convention in Glasgow in 2017

EDUCATION

BSc (Hons) Computer Games (Design) | First Class

Glasgow Caledonian University | 2014 - 2018

Developed design, development, teamwork, and presentation skills through many game and non-game projects. Learned game design and development fundamentals, with further learning in user-centered design areas such as serious games design, usability research and user psychology. Led to me working at the university after graduating!

- Led a team to make a mobile multiplayer game for a client, aimed at tackling social rejection for adolescents
- Elected team leader and task manager on many game and non-game group projects
- Designed and developed a driving game with adaptive proc-gen in UE4 for my final year research project
- Produced a short first-person horror game in UE4 as a group for our game narrative courseworks
- Designed presentations and pitched several games, projects, and work to clients, staff, and students

ACHIEVEMENTS

Top Games Honours Student | Glasgow Caledonian University | 2018

Awarded Glasgow Caledonian University's "Ryan Smith Annual Games Memorial Prize for Top Computer Games Honours Student" for my academic performance after completing my final year of study.

1st Place in #MAKEITSUPERHOT Competition | Games, Mods & Addons Category | 2017

Prototyped and developed a puzzle game (Peer-2-Pizza) independently using Unreal Engine 4 in just over a month for a global Mod DB competition. Entrants were to create a game or mod inspired by the game SUPERHOT.

INTERESTS

Whilst trying to keep up with the latest games on PC, console, and VR, I enjoy experimenting with small game ideas, alongside exploring ways that game technology and design can be applied to new and different areas.

I also have a keen interest in graphic and visual design which I have been pursuing further to improve my UI and visual skills for work-related projects.

I also enjoy photography for fun when I'm out and about. I share photos from outside (and in games!) on my website.

REFERENCES

Available on request