

LYALL CAMPBELL

DIGITAL DESIGNER & DEVELOPER

EXPERIENCE & PROJECTS

Edinburgh Napier University | 2023 - Present

Main Developer & Designer | Haemodialysis VR 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. I am working on the design and development of our haemodialysis project for Oculus / Meta Quest 2 in UE4

Glasgow Caledonian University | 2018 - 2023

Main Developer & Designer | Peritoneal Dialysis VR Project | 2022

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. The app was released 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.

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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SKILLS

Game Design

Level Design

UI Design

UX Design

Visual Design

Wireframing

Prototyping

C# (for Unity)

Unreal Blueprints

Python

QA

TOOLS

Unity

Unreal Engine

Adobe XD

Adobe Photoshop

Adobe Illustrator

Diagrams.net / Draw.io

Twine & Yarn

Google / MS Office Suite

Trello

Git & Source Control

EDUCATION

BSc (Hons) Computer Games (Design)

First Class | 2014 - 2018

Glasgow Caledonian University

ACHIEVEMENTS

Top Games Honours Student 2018
at Glasgow Caledonian University

1st Place in #MAKEITSUPERHOT
Competition