

Jude Kelly-Whitfield

PROFILE

Computer Games Design 2024 Graduate with experience creating gameplay concepts, UX solutions, and design documentation through academic and industry-focused projects. Skilled in gameplay design, interactive systems, UX/UI Design, and collaborative development using Unreal Engine, Figma, and Miro. Passionate about designing engaging player experiences and contributing to creative game development teams.

SKILLS

Game Design	Tools	Professional Skills
Gameplay Mechanics Design	Unreal Engine	Cross-Discipline Collaboration
Level Design Principles	Figma	Project Planning
Player Experience (UX)	Miro	Communication
Game Concept Development	Design Documentation	Problem Solving
UI Layout & Design Documentation		Attention to Detail
Prototyping & Iterative Design		

EXPERIENCE

University of Staffordshire, Remote – Graduate Project Officer – Game Design Internship

August 2025 – October 2025

- Designed and presented game concepts, contributing to gameplay mechanics, UX decisions, and interactive system development.
- Created design documentation including flowcharts, UI layouts, and diagrams using Figma and Miro to communicate ideas clearly across the team.
- Supported project planning through task tracking and iterative design reviews, adapting concepts based on feedback.
- Collaborated remotely within a multidisciplinary team to refine prototypes and improve player experience.

SELECTED PROJECTS

Dose of Decay – *Best Team Project, Game Bridge 2025*

- Contributed to the design and development of a cross-disciplinary student team based project, supporting the conceptualization of gameplay ideas, and managing collaborative production.

Construction Catastrophe – *Best Multiplayer Experience, University of Staffordshire Game of The Year 2023*

- Worked as part of a large multi-disciplinary student development team to create a local-multiplayer game experience recognised for its gameplay and design quality.

EDUCATION

University of Staffordshire, Stoke-On-Trent– *BSc(Hons) Computer Games Design*

September 2021 – June 2024, Stoke-On-Trent

- Developed skills in gameplay design, Unreal Engine Blueprint, UI implementation, and interactive systems.
- Collaborated in teams of up to 30 students to develop playable vertical slice game projects.
- Applied design principles across gameplay, user interfaces, and player experience.

AWARDS

Dose of Decay | Best Team Project - Game Bridge 2025

Construction Catastrophe | Best Multiplayer Experience - University of Staffordshire Game of The Year 2023 by Creative Assembly