Southport, United Kingdom
(+44) 07400622332
jude.kellywhitfield@gmail.com
http://www.linkedin.com/in/judekw | https://www.judekw.work/

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	Word / Google Docs	Problem Solving
UI Layout & Design Documentation		Attention to Detail
Prototyping & Iterative Design		

SELECTED PROJECTS

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

I was elected project lead, however I contributed to design production by researching and producing UX Wireframes.

- Designed User Experience wireframes for the Main Menu, Settings/Options, and the Heads Up Display (HUD).
- Researched First-Person Shooters that incorporated abilities into gameplay, and how they made use of screen space to allow players to not be distracted.
- Iterated on diagrams through player feedback involving the HUD, altering ability locations from centre focus, to right-side focus next to weapon selected UI, and to right-side focussed on top of weapon selected UI.

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

Assigned the role of Junior User Experience Designer

- I was tasked with researching local co-op party games and how they displayed 1-4 players user interface on a single screen.
- I designed a UX Wireframe for dual-purpose level Selection and disaster selection, and designed UX wireframes for build phase and action phase.
- Iterated UX Wireframes based on feedback from my Senior Designers, Course lecturers that assumed the roles of Creative Directors, and a review from employees at Rare Ltd.

EXPERIENCE

University of Staffordshire, Remote — *Graduate Project Officer - Game Design Internship*

August 2025 - October 2025

- Designed and presented game concepts, by breaking down key gameplay mechanics, UX decisions, and interactive systems.
- Created design documentation including flowcharts that show the pathing of UI options, and gameplay diagrams that broke down what happens at each step of the mechanic, whilst highlighting the intensity of the mechanics.
- 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.

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