



NICK FURNISS

Game Designer

I'm a driven & passionate game designer, determined to create interesting and deep systems. I'm fascinated with combat, history, fantasy & swords (favourite above). I want to create the most engaging and deep combat in games, pulling on history and my own martial arts experiences to do it.

GAMES EXPERIENCE

Technical Designer

Ludophoria
2021-2025

VFX Artist

Outsourced to Knights of Borria
2024

Developer

Outsourced to Studio 316
2024

EDUCATION

Master of Game Development: Design

Falmouth University
2021-2022

Bachelors of Game Development: Design

Falmouth University
2018-2021

Game Development & Design

Cornwall College
2016-2018

TECHNICAL SKILLS

10 Playtest & Iterate

10 Systems Design

10 Rapid Prototyping

9 Game Engines **Unity 3D & Unreal 5**

9 Version Control

8 Combat & Enemy Design

8 Balancing **In engine or in spreadsheets**

9 Programming **C# & Java**

7 Level Design

SOFT SKILLS

10 Cross-Discipline Teamwork

10 Agile

10 Communication

9 Adapt & Learn

9 Remote Work

8 Documentation

9 Problem Solving

8 Time Management

7 Meetings

Scrum & Kanban

RELATED HOBBIES

- Bladesmithing
- Axe Throwing
- HEMA
- RPGS & Open-world Games
- Boardgame Design

PREVIOUS MAJOR PROJECTS

- Arm of Satan (2025, Ludophoria)
- Leximan (2024, Knights of Borria)
- Sea Grass (2024, Studio 316)

KEY REFERENCES

Chris Jones

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Doug Brown

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