

Oliver Jack Dowling

Game Designer

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Personal Profile

Making games and playing games is my passion! I want to create fulfilling experiences that captures and excites players. I am currently working at King as a Senior Level Designer taking lead on content creation for Farm Heroes Saga. I'm really keen to bring my knowledge and skills to an area within the games industry where I can not only ensure compelling gameplay experiences but also grow and learn from professionals. I am a motivated, driven and enthusiastic individual and I am confident that I can bring a dynamic energy to the job.

Experience

King – Senior Level Designer	<i>Farm Heroes Saga</i>	May 2017 - Present
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- Currently Lead Level Designer on Farm Heroes Saga leading a team of 4 level designers, creating and maintaining game content: to attract, engage and retain 7 million DAU.
- Content production, balancing, Live Ops, MLO's, AB tests and QA testing.
- Ownership of switcher mechanics and improvements, working with a multi-disciplinary team to ensure the best game content and features are created in the scope and time required.
- Working with other leads to plan and create the roadmap, prioritizing features on the backlog, representing the level design craft to gain buy in for work.
- Live op team – creating and planning experiences for example, Halloween and Christmas etc.
- Setting up and creating team processes, ways of working within the level design team and the greater game team. For example: EOC Optimization, pre-releases 4% / Double cadence 3.4% uplift.
- Working and communicating with several different departments including – CRM, BPU, Data Scientists, Branding, Advertising, Community Managers to create the best game experiences and performances possible.
- Mentoring and coaching designers, supporting level design to help create a culture of continual learning and sharing across multiple teams.
- Interviewing and responsible for staffing across multiple teams.
- Solo designer on Farm Heroes Champion's - created the entire saga, designing over 500 levels, full onboarding experience with tutorials, switcher mechanics, blockers and boosters.
- Worked with BPU using live game data to balance and optimize content for successful KPI's
- Pod owner: leading and organising a multi-discipline team. Owning a long-term vision and goal setting for the project.

4J Studios – Jr Level Builder and Designer	<i>Minecraft Console Edition</i>	Aug 2016 – May 2017
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- Worked on various adventure map packs including Fallout 3 and Adventure Time, conceptualizing, designing and building levels using the Minecraft toolkit.
- Working in a team of designers and artists towards a deadline to build and create entire worlds from scratch that mimic the real IPs.
- Designed and created various multiplayer map packs and Glide maps. Vigorously testing the flow and enjoyment of these levels to fit with the experience we wanted.

Education

Abertay University, Dundee, Scotland	Sept 2015 – Aug 2016
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- MProf Professional Master's in Games Development (Distinction)

Traveled the World	Sept 2013 – Sept 2015
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- Australia, New Zealand, Fiji, China, Vietnam, Cambodia, Thailand and America

Glasgow Caledonian University, Glasgow, Scotland	Sept 2009 – Jun 2013
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- Bsc Computer Games Design (First Class Degree)

References

- Available on request



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