

# Noah Rigden

## Game Designer

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### PROFILE

- 1 year's experience working on Games at a Professional Level
- 5 years' experience working on Games on a Personal and Academic Level.
- 1 Announced title to be released: "Cat-A-Strophic"

To view my full portfolio, visit [noahrigden.wordpress.com](http://noahrigden.wordpress.com)

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### PROFESSIONAL EXPERIENCE

#### Game Designer | CAT-A-STROPHIC (UE5)

Purr Point Production

Contract

September 2024 - September 2025

Worked on an indie project funded by the UK Games Fund, creating an Arcade Destruction title.

- Fully responsible for designing 35 out of 50 Player abilities while maintaining and iterating all 50, with 9 focused on traversal mechanics, allowing for unique approaches to level encounters.
- Created 7 of 10 Levels from Concept to Finished resulting in 25-30 total minutes of gameplay focused on a mixture of combat and traversal mechanics.
- Worked with user research (Comic-Con: 800+ Players, London Games Fest: 400+ Players) gathered during playtests
- Had frequent visits with senior industry professionals to identify areas of improvement and support.
- Designed varied encounters to encourage players to stay mobile, utilise cover, and prioritise key targets through dynamic enemy behaviours .
- Spent 10% of my workflow updating design documentation to aid communication with Stakeholders and show intent behind the game's direction.

#### Game Designer in Residence | The Rig (Unity)

University of Arts London

Part-Time

April - June 2024

Worked as a visiting practitioner of game design, developing a narrative focused walking simulator title in Unity.

- Designed, and iterated on gameplay mechanics with a 10 minute engaging narrative experience.
- Established a short narrative with 50+ branching dialogue options, 350+ lines of dialogue, and 4 unique endings.
- Designed and implemented branching NPC Dialogue systems that tracked player decisions, character relationships, and prior game events using a bespoke dialogue system.
- Utilised the narrative to create 5+ small environments focused on environmental storytelling, such as small props that can be picked up and rotated by the player.
- Worked closely with audio designers to integrate a dynamic music system into the levels, tying gameplay and music stingers into the levels.

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### EDUCATION

**Masters of Arts | Game Design** | University of the Arts London | 2022 - 2023

**Bachelors of Arts | Game Design** | Birmingham City University | 2019 - 2021

#### Student Project | Broken World (Unity)

- Responsible for the 4 main gameplay systems: Combat, Crafting, Quests and NPC Interaction.
- Designed 5 levels with unique level mechanics (Environmental effects, trapped terrain) for 50 minutes of total gameplay.

#### Student Project | Tavern Tale (Unity)

- Designed 25+ Unique Interactions with a virtual dice rolling mechanic akin to Tabletop RPGs.
  - Designed 2 levels, from Concept to Final with scattered Points of Interest resulting in 20+ minutes of gameplay..
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