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Skills

- Game Design
- Game Development
- Level Design
- Narrative Design
- Systems Design
- UX
- Animation
- 2D Asset Creation

Languages:

- C#
- JavaScript

Tools

Unity Engine

Figma

Adobe Creative Cloud

- Photoshop
- Animate
- After Effects
- Illustrator
- Premiere
- InDesign

Qualifications

BA (Hons) Animation
University of the
West of England

First-Class Honours
(2011 - 2014)

Foundation Diploma
Art & Design
Manchester Metropolitan
University

Level 4 Merit
(2010 - 2011)

Lauren Fitzpatrick

Senior Game Designer

I am an award winning game designer and creative professional based in Manchester with 10+ years' experience delivering games, apps and location based experiences. I am passionate about creating engaging games and experiences and find myself incredibly lucky to do the thing I love for a living; I have had the opportunity to work on multiple shipped titles for mobile, web and XR. I work well both independently and collaboratively as part of a team, with a background in lead roles. I am experienced in agile working and always seeking to improve and learn new skills.

Work Experience

Little GrandMasters (2025 - Present)

Lead Game Designer

Lead game designer in a start-up environment, working on their flagship product "Jupo World", an educational kids app for mobile.

Jupo World! (2025 - Present)

Lead Design | Narrative Design | Systems Design | Feature Design

Designing core systems and features to help launch the company's flagship product, using the teaching methodology of the greatest female chess player of all time, Judit Polgár, and translating that into a successful educational kids app.

- Directing the art and code teams for required assets and gameplay mechanics
- Designing core gameplay systems, features, objectives and mechanics
- Implementing gameplay mechanics in-engine
- UI and UX design
- Producing references and documentation
- Planning content and release milestones for a live-ops product

Fallen Planet Studios (2024 - 2025)

Principal Game Designer

Working as the principal game designer as part of an indie team dedicated to creating engaging and impactful XR games and experiences.

AFFECTED: The Asylum VR (2025)

Lead Design | Narrative Design | Systems Design | Level Design

Designing the core gameplay loop, systems, and mechanics, while directing the narrative vision. Producing detailed documentation and co-ordinating across disciplines to ensure alignment. Collaborating with development and art teams to design scalable multiplayer gameplay features, while shaping objective flows and implementing mechanics directly in-engine.

- Directing the art and code teams for required assets and gameplay mechanics
- Designing core gameplay systems, features, objectives and mechanics
- Implementing gameplay mechanics in-engine
- Producing references, documentation and storyboards
- Defined and prioritised gameplay systems and mechanics across milestones, ensuring alignment with production goals, team capacity and technical constraints.

Factory42 (2022 - 2024)

Technical Designer

Working as part of the design team to create impactful and engaging games, apps and immersive experiences in XR. Through this role I have had the opportunity to work with a number of brands and companies on a range of varied projects, each requiring a diverse set of skills.

Other Achievements

- **Guest Speaker (2026)**
The University of Staffordshire
Guest lecture with key insights into my career as well as conducting an interactive level design workshop.
- **The Last Tree (2025)**
Worked as an interaction and experience designer as part of the Fresh Do team to create an interactive virtual reality experience, exhibited at Art@One and ART*VR.
- **Guest Panellist (2025)**
School of Digital Arts (SODA) Manchester Metropolitan University (MMU)
Providing insights and feedback on final year student projects.
- **Guest Lecturer (2024)**
School of Digital Arts (SODA) Manchester Metropolitan University (MMU)
Presenting the key insights of my career as a game designer so far to first year game design students.
- **XR Hackathon London: Social Gaming Category Winners (2024)**
Took part in a 3 day hackathon as part of a team to deliver a multiplayer XR prototype.
- **Ludum Dare 46 Game Jam (2020)**
Took part in a 3 day online Game Jam with a set theme.
- **Kim Emson Animates (2016)**
An internship working with Kim Emson on a range of 2D animated projects.

Freelance Work

- **Reprojammers (2015)**
Created an animated music video for a client.
- **Barefoot Books (2014)**
Animated and composited existing children's book illustrations.
- **BBC (2014)**
Created props to be used in the CBBC show Wild & Weird.
- **The Shark & Coral Conservation Trust (2013)**
Character designer, asset creator and animator on the short educational film "Oceans in Peril."

UnEarthed VR (2022 - 2024)

Game Design | Narrative Design | Level Design | Systems Design

UnEarthed is an immersive and educational virtual reality game for the Meta Quest 2 & 3 that will allow players to experience nature from a whole new perspective.

- Conducting research for narrative & gameplay
- Helping direct the art and code teams for assets and gameplay mechanics needed
- Designing levels and greyboxing in Unity
- Implementing gameplay mechanics and node-based narrative
- Producing references, documentation and storyboards
- Script writing

The Temple of Invention AR (2023)

Lead Design | Narrative Design | Level Design | Animation

A location based augmented reality experience at the Smithsonian American Art Museum in Washington D.C. in partnership with Smartify and AT&T.

- Conducting research for narrative & gameplay
- Producing references, documentation and storyboards
- Directing the art and code teams for assets and gameplay mechanics needed
- Designing audience flow and greyboxing in Unity
- Designing solutions for multiple audience participation
- Implementing gameplay mechanics
- Script writing
- Assisting in directing the voice over sessions

Landscapes Reimagined AR (2022)

Game Design | Game Development | Animation

An augmented reality app for the Apple App Store in partnership with Tate and the Shanghai Art Museum that allows the user to experience and interact with art in their own living room.

- Implementing gameplay mechanics
- Animating 2D assets
- Creating code for interactions
- Triggering audio, VFX and haptics

Notable Projects

Survival VR Game (2024) A virtual reality survival game for the Meta Quest 3 working with a global survival brand.
Technical Designer

Historical Immersive Experience XR (2024) Working with a well known cultural charity to create a concept for a location based mixed reality experience bringing history to life in a historic setting on the Meta Quest 3.
Lead Design

Augmented Heritage Prototype XR (2022) A mixed reality prototype developed for the Meta Quest Pro using hand tracking designed to transport the player back in time in historic spaces.
Lead Design

Twinkl (2016 - 2022)

Game Designer and Animator

Game Design | Game Development | Asset Creation | Animation

I worked on the Twinkl Go! team creating educational games for web and mobile used by teachers and students worldwide. I developed interactive games and activities, collaborating with developers, artists, designers and content creators. I created animations, 2D assets, and gameplay mechanics to support fun and engaging learning. I also mentored junior animators and asset creators, creating pipelines and workflows to maximise efficiency.

Referee Available on Request