

Adam Hancock

Game Designer

Guildford UK
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Profile

I'm a Game Designer with 5+ years Industry experience mainly focused in Cinematic Design/Level Design. I pride myself on my ability to creating the best seamless experience for players whether its compelling cinematics to fun playable spaces for players. I have a proven track record building these experiences from the ground up in all parts of the development cycle.

Experience

Supermassive Games - **Game Designer**

November 2023 - Present

Unannounced Project - Under NDA

Supermassive Games - **Game Designer**

December 2019 - November 2022

The Dark Pictures Anthology : The Devil in Me - Shipped November 2022

Xbox Series X/S, Playstation 4/5 & PC

Supermassive Games - **Level Designer**

December 2018 - December 2019

The Dark Pictures Anthology : Little Hope - Shipped October 2020

Xbox Series X/S, Playstation 4/5 & PC

Supermassive Games - **Junior Game Designer**

July 2018 - December 2018

Shattered State - Google Daydream - Shipped December 2018

Education

Teesside University, UK - **Bachelor of Arts in Game Design**

(BA Hons) First Class Honours

September 2015 - May 2018

Portfolio

adamhancockdesign.com

Skills

Cinematic Design

Cinematography

Mechanics Design

Level Design

Strengths

Self-Motivated

Passionate

Problem Solver

Adaptable

Task Management

Team Oriented

Software

Unreal Engine 4/5

Microsoft Office

Adobe Photoshop

Adobe Premier

Audacity

Jira

Perforce

Autodesk 3DS MAX