

Jack Slaski

Game Designer

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Professional Profile

Game Designer with four years of Unreal Engine experience designing and implementing FPS and systems-driven gameplay from concept to polish. MSc in Computer Games Design candidate (expected Distinction) specialising in gameplay systems, rapid prototyping, and UI/UX. Proven track record scaling live game communities to 100+ concurrent players while leading cross-functional teams and iterating on economy, progression, and combat balance.

Skills

- Unreal Engine 5
- Blueprint Visual Scripting
- Gameplay Systems Design
- Gameplay Implementation
- Game Balancing
- Rapid Prototyping
- Game Feel and Polish
- UI/UX Design
- Playtesting and Iteration
- Source Control
- Technical Documentation
- Design Documentation
- Multidisciplinary Collaboration
- Team Leadership

Relevant Experience

Founder, Game Designer and Lead Developer | Independent Garry's Mod Communities

June 2020 to February 2023

- Founded and managed three DarkRP servers with 80+ concurrent daily players; co-owned two additional servers exceeding 100 concurrent players.
- Designed and balanced economy, progression, and PvP systems through iterative playtesting and live player feedback, frequently adjusting drop rates, weapon statistics, and economy progression.
- Developed custom Lua scripts for inventory, job, and UI systems using separate development and testing environments hosted locally.
- Led a 50-person team including developers, moderators, and community managers, generating £13,000 in revenue through in-game purchases and cosmetic content.

Additional Employment

Seasonal Sales Yard Assistant, Earnshaws Fencing

October 2020 to January 2021

- Assisted customers in selecting suitable timber and fencing products based on dimensions and applications while supporting daily yard operations.

Relevant Projects

Recoil Works

Gameplay Designer and Developer | Unreal Engine 5 | 2026

- Designed and implemented a modular FPS weapon crafting system in UE5 Blueprints, including part behaviours, weapon balancing, saving systems, and internal and external playtesting.

Arms & Assets

Gameplay Designer and Researcher | Unreal Engine 5 | 2025-2026

- Designed and implemented a procedural weapon generation system with dynamic stat scaling across multiple weapon types. Created and tracked analytics to measure impact on player engagement and weapon balancing.
- Created a detailed weapon inventory system with weapon upgrading and gem slotting for extra weapon behaviours and use cases.

Gerbert Games

Project Lead, Producer and Lead Developer | Team of 7 | 2026

- Led an eight-week multidisciplinary team project, implementing core gameplay systems and coordinating sprint planning, task delegation, and milestone reviews. Achieved an individual grade of 85%.

Leviathan's Gauntlet

Technical Lead | Team of 29 | 2025

- Managed Git source control and technical integration for a 29-person multidisciplinary team, resolving merge conflicts and supporting gameplay development, task delegation, and cross-discipline problem-solving. Achieved an individual grade of 87.5%.

Education

MSc Computer Game Design

University of Staffordshire | September 2025 to August 2026

Expected classification: **Distinction**

Relevant focus: gameplay systems, rapid prototyping, game feel and polish, game balancing, and technical implementation.

Master's project: Recoil Works, a modular FPS weapon-building and gameplay systems project developed in Unreal Engine 5.

BSc (Hons) Computer Games Design

University of Staffordshire | September 2022 to June 2025

Classification: **First Class Honours**

Relevant focus: gameplay design, Blueprint development, multidisciplinary production, and player experience.

Dissertation: Designing a Minimalist UI For Immersive Gameplay

Additional Qualifications:

A-Levels: BBB | 9 GCSEs, including Mathematics (Grade 8) and English Language (Grade 7)

Leadership and Achievements:

Head Boy | Silcoates School | 2021-2022

Selected by staff and students to organise events, manage prefects, and liaise with the Head and students.

Hobbies and Interests

Game Development

Designing, creating, and experimenting with gameplay mechanics in Unreal Engine 5.

Sport

Regularly playing futsal and hockey, with a strong interest in teamwork and competitive environments.

Technology

Building and upgrading PCs, with an ongoing interest in gaming hardware and technology.