

Peter Fury

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PROFILE

My career spans 18 years in the game industry with a wide range of experience in game design, gameplay engineering, 3D art, production, and brand strategy roles. I have a record of valuable contributions to both indie and AAA titles at notable companies such as Ubisoft and Square Enix. My career is defined by versatility, comprehensive holistic understanding of game development, building brands and passion for creating great games.

SKILLS

Gameplay systems design, rapid prototyping, scripting (blueprints, C#, GDScript), level design and blockouts, encounter design, AI behavior and state machines, UE5, Unity, Godot. Brand management, communications, content creation.

WORK EXPERIENCE

Square Enix

London, UK

Global Development Support & Communications Lead - Square Enix External Studios 2018-2025

- Part of core stakeholders group managing high-level project and studio direction.
- Collaborated with design, art, narrative, and production teams to align creative direction and feature sets.
- Provided gameplay-focused milestone evaluations across combat, traversal, readability, pacing, and UX for titles including Outriders, Just Cause 4, and Life Is Strange 2.
- Identified core gameplay issues (3D's, level flow and pacing, encounter design) and delivered actionable design notes with real impact on final product.
- Created internal pitch decks and feature presentations to secure greenlights.
- Developed global communications strategies for projects and onboarded publishing teams.

INDEPENDENT DEVELOPMENT

2020 - Present

Continuous hands-on prototyping and shipping in Unreal Engine (Blueprints) and Godot (GDScript) alongside full-time work.

Crystal Drive Z - Arcade Roguelite

2026

Solo-developed and shipped a Godot 4 sequel with a 99-level run structure, five player ships, three pilots, four multi-phase bosses, and permanent progression.

Key Achievements:

- Designed a unified crystal economy linking score, hull repair, dash charge, upgrades, and run progression.
- Built physics-driven asteroid and enemy interactions, authored boss encounters, and tuned attacks for movement-only survivability.

PowerUp Workout - Workout Planner & Tracker

2026 - Present

Solo-designed and developed a working Godot 4.6 prototype for multi-week workout planning, fast set tracking, and bodyweight-relative strength progression.

Key Achievements:

- Created a 73-exercise library, program builder, session logging, personal bests, goals, XP, levels, and 116 achievements.
- Built a local-first product with readable on-device data, no accounts or telemetry, and positive, non-punitive progress feedback.

Resonance Social - Social Analytics Command Centre

2026 - Present

Solo-designed and developed a working Godot 4.6 prototype that normalises social performance across X, Threads, Instagram, TikTok, and YouTube.

Key Achievements:

- Created explainable resonance scoring, personal benchmarks, a 25-step competitive ranking, quests, streaks, and 100 collectible badges.
- Implemented a local-first, consent-based data model with live YouTube syncing and optional platform adapters.

Zero Protocol - Action-RPG

2025 - TBD

Solo-developed isometric dark sci-fi action-RPG in Godot (GDScript), focusing on 3D combat systems, AI, and traversal.

Key Achievements:

- Designed and implemented all gameplay systems in Godot (GDScript).
- Developed reusable modular gameplay architecture covering 3Cs, state machines, AI behaviour, and input handling.
- Built multiple playable prototypes from scratch, validating combat feel, encounter pacing, camera behaviour, and moment-to-moment responsiveness.
- Built and iterated on combat spaces and playable sequences, balancing readability, traversal flow, and encounter composition.
- Established lightweight, scalable workflows for collaborating with artists and contractors, emphasising small scope, fast iteration, and playable validation
- Developed a repeatable process for customising asset-store content through texture, shader, and animation adjustments, enabling low-budget projects to maintain a distinct visual identity without relying on unmodified off-the-shelf assets.

Crystal Drive - 2D Top-down Space Runner

2025

Solo-developed and shipped a low-scope game called Crystal Drive on itch.io - designed and built in three weeks in Godot.

Key Achievements:

- Switched engine from Unreal Engine to Godot and shipped a game in less than a month.
- Created core systems including level manager, traversal, collectibles, scoring, and savegames.
- Built online leaderboards using Lootlocker API integration.

PQUBE **Bristol, UK**
Event Producer and Western Communications Developer **2015-2018**

- Produced tradeshow, Esports tournament events and press events.
- Ran structured playtests, collecting player behavior data to identify UX issues, encounter friction points, and balancing needs.
- Conducted structured playtests and provided design, UX, localisation, and readability feedback to improve game quality.
- Managed build evaluations, critic score projections, player testing reports.
- Developed Western communications and influencer strategies across a multitude of titles from Japanese development partners.

F-Gen Creations **Middlesbrough/Bristol, UK**
Freelance 3D Artist, Animator and Game Designer **2012-2017**

- Created full-pipeline game-ready character models and environment props.
- Designed levels and modular mechanic-driven encounters, as well as traversal and combat systems.
- Conducted industry trend research and competitor games analysis.

Ubisoft **Chertsey, UK**
Digital Marketing Coordinator **2011-2012**

- Built gameplay capture pipelines requiring deep familiarity with builds, tools, and editor navigation.
- Identified gameplay issues, inconsistencies, level flow and pacing problems during content review, providing actionable reports used internally.
- Managed content publishing workflows for community channels, Ubisoft forums, Ubisoft blog and ubisoft.com English language content.
- Managed 3rd tier specialist media and content creator relations.

Ubisoft **Hartlepool & Chertsey, UK**
QA Tester & Technical Support **2010-2011**

- Tested gameplay features, authored detailed bug reports, and reproduced player-reported issues post-launch.
- Supported multiple Ubisoft titles across QA, customer support, and community feedback analysis.

Dry Wit Games **Middlesbrough, UK**
Game Designer and 3D Artist **2008-2010**

- Early career experience as a game designer and 3D artist on indie projects, focusing on core gameplay systems, asset creation, and documentation.

EDUCATION

Teesside University **Middlesbrough, UK**
Master of Games Art; Major in Game Design **2010-2011**

Teesside University

Bachelor of Computer Games Art; Major in Character Design

Noroff Institute

Bachelor of 3D Design and Animation; Major in 3D Film Production

Middlesbrough, UK

2008-2009

Oslo, Norway

2006-2008

ADDITIONAL INFORMATION

SKILLS: Gameplay Design, Level Design, Level blockouts, encounter flow & spatial composition, Gameplay Scripting, Unreal Blueprints, GDScript, C#, debugging, 3D Modelling & Animation, Technical Documentation, Problem Solving, Build Evaluation, Interdisciplinary Collaboration, System Design. Game Presentations and demo design.

SOFTWARE: Unreal Engine, Godot Engine, Unity, Blender, Zbrush, Substance Painter, 3DCoat, Material Maker, Cascadeur, FL Studio, DaVinci Resolve, GitHub, Jira, Confluence, Miro.

INTERESTS: Boxing, Mixed Martial Arts, Football, Pro Wrestling, Weightlifting, Gaming, Film, Economics.

SELECTED SHIPPED TITLES

Outriders, Outriders Worldslayer, Just Cause 4 + DLC, Life is Strange 2, Cat Quest, Guilty Gear Xrd Rev 2, Far Cry 3, Rayman Origins, Assassin's Creed Revelations