

Greetings! My name is Murphy Ward, and I've been a designer/programmer for the past 7+ years on 25+ shipped titles. My most recent title is Pickleball Smash, a published, multiplayer, multi-platform console release available in stores and digitally. I am not only ready, but also eager for the next step in my game development journey.

I'm interested in applying for this position because it seems like your studio is cultivating a culture built on pushing the envelope and putting ingenuity at the forefront. I believe I have the creativity, organization, leadership, and management skills to be a vital component of your team, and I look forward to proving that.

I am thrilled about this opportunity to contribute to the work done at your studio, and I provide the following as an employee:

Creativity - I have an eclectic experience that gives me a fresh perspective as a game developer. I've played collegiate football, performed in theater professionally, written award-winning scripts, started a VR organization, attended an international science and engineering fair, and more. Design has always been a part of me, but vocationally, I have arrived at it over time. I started as a programmer to reinforce my right-brained creativity with technical know-how and world experiences. Now that I do know how and I've worked as a coder, I have transitioned into design, aided by my lifelong passions for writing, performing, brainstorming, and collaborating. A unique schema allows me to think of other ways to solve problems and gives me other touchstones to pull inspiration from.

Communication - I pride myself on being able to talk to anyone, whether a fellow employee, a superior, or stakeholders, internal or external. A good designer understands how to translate their thoughts into something accessible to others on the team while simultaneously creating a design that prioritizes the players' experience. Internally, design is about doing the groundwork so the team has all the tools and vision to succeed; it is a crucial assist role vital for projects to run smoothly. Externally, great design enables players to express themselves and live the fantasy that we intend unabated, helping them forget they are playing a game altogether.

Advocacy - In the workplace, there is always a need to find common ground and compromise, but it is essential to have people willing to stand up for what they believe in and what is right. As a leader, I promise to advocate for myself, my team, and game design to create the best experience for your company.

Experience - As a designer, I've participated in every step of the development lifecycle on various games for multiple platforms. I've internalized RFPs, developed proposals, spearheaded the conception phase, made demos, presented to clients, scoped projects, looked at budgets, produced, created design documents, balanced gameplay, wrote scripts, outlined design requirements, conducted playtests, founded lore, and worked with QA. I've worked in Unity, Unreal, Phaser, Lumberyard, and other game engines as a programmer and a designer. This technical experience informs my design and gives me a holistic view of design and projects.

Kind regards,
Murphy Ward

P.S. - The link to my WIP website's portfolio, www.murphybasilward.com, is ameliorate. Thanks for considering me!