

Huw Warren-Roberts



Level Designer

Personal Profile:

I am a level designer with five years of experience specialising in narrative-driven environments. I create levels and build mechanics that reinforce story, often centring on complex themes like mental health. This enables me to create immersive, rich spaces for players. My expertise in surrealist photography aid in my level design, alongside my skills in rapid prototyping and meticulous polish all ensure I create impactful player experiences.

Experience:

Projects:

● Senua (TBR)

Experience Designer

Ninja Theory: May 2024 - Present

- Designed initial zones for the interconnected world
- Created immersive level blockouts within the world:
Designed Levels: Lowlands, Settlement, Loch East, Forest Decent, Forest Valley, Burnt Forest, Focus Trials
- Crafted Narrative, Mechanics and Combat encounters through linear narrative missions:
Missions: 1, 2, 3, 4, 6, 8, 9, 10

● Senua's Saga: Hellblade II

Experience Designer

Ninja Theory: Jun 2021 - May 2024

- Chapter II: Freyslaug - Draugar Ceremony
Designed Initial flow through level, Blocked out level, Iterated through multiple designs, Prototyped stealth mechanic, Implemented ritual animation system, Designed mo-cap horror set pieces, Polished final player experience.
- Chapter IV: Huldafólk - The First Ritual
Prototyped what rituals could be, Designed solutions for Boss fight with no combat. Designed and Blocked out multiple iterations each with unique mechanics, Created music event system tied to shockwave mechanic, Implemented screenspace scaler for Boss, Implemented shadow cover system, Implemented seamless respawn system, Polished final player experience.
- Chapter V: Bárðarvík - The Second Ritual
Designed multiple flows that incorporated similar design specs as first ritual, created an identity separate to the first ritual while keeping the same narrative logic, Implemented grab mechanic for crashing waves, Implemented falling debris system, Created variants for: Music event system tied to waves crashing and seamless respawn system, Polished final player experience.

Personal Work:

● Dæmon

Detective action-adventure with situational & emotionally charged superpower

● A World's Lens

First person camera game where different lenses can view different dimensions in time

Software Experience:

● Unreal Engine

2021 - Present

● Photoshop

2015 - Present

● Unity

2018-2021 Years

● PremierPro

2016 - Present

Education & Awards:

York St. John University

BA Hons - (1st Class) Game Design

Sep 2018 - Jun 2021

St David's College

10 GCSE & 1 A-Level & 1 BTECH

Sep 2011 - Sep 2018

BAFTA Games Award:

Senua's Saga: Hellblade II - Technical Achievement 2025

Graduation Prize:

Design - Undergraduate Final Project Prize

Design - Undergraduate Programme Prize

School of the Arts Prize

Game Republic Student Showcase 2021:

Prize Sumo Digital Award for Game Design

Prize Revolution Software Award for Game Audio

Prize Rebellion North Award for Art and Animation

References:

Rogério Silva, Design Development Director - Ninja Theory: lrsvila@gmail.com
Stephen Stanyon, Ninja Game Director - Ninja Theory: stephen.stanyon@gmail.com
Max Pears, Lead Level Designer - People Can Fly: leveldesignlobby@gmail.com