Guy Sargent

Games Designer / Technical Designer

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Technically minded, Student BAFTA nominated Game Designer with 4 years of industry experience, focused on creating engaging and enjoyable game mechanics for players, with a particular interest in Virtual Reality experiences.

SKILLS

- Proficient in Unity, Visual Studio (C#) and visual scripting. Familiar with FMOD & photo editing softwares.
- Experienced in rapidly prototyping out ideas, testing, debugging and iterating them.
- Strong analytical thinking and problem-solving skills.
- An adaptive fast learner keen to try out and experiment with new techniques and hardware.
- Experienced with VR & AR development.
- Good written and verbal communication skills, accustomed to collaborating across departments.

EXPERIENCE

Maze Theory   Jan 2022 – Dec 2025

Thief VR: Legacy of Shadow | Game Designer | Jun 2024 - Dec 2025
- Responsible for rapid prototyping out many of the core mechanics, such as lockpicking, and the subsequent iteration through to release quality.
- Took ownership of the planning, documentation, implementation (alongside Code & Animation) and balancing of all enemy types, systems and behaviour states across the game.
- Collaborated closely with Level Design and QA to tune enemy perception and challenge, to ensure a consistent, dynamic, performant and engaging stealth experience.

Infite Inside | Lead Design | Apr 2023 - July 2024
- Prototyped, documented, designed and implemented the core systems and mechanics in line with the game director's brief for a Mixed Reality experience.
- Worked alongside art to conceptualise and create half the games levels, while implementing custom gameplay scripting in the remainder, as well as the interactive plinths and puzzle pieces that form the AR sections of the game.

Peaky Blinders: The King's Ransom | Junior Game Designer | Jan 2022 - March 2023
- Worked on the level design of the second act of the game from the planning and white-boxing stage, through to final implementation and scripting.
- Used visual scripting to create various gameplay logic and interactions throughout the entire game.
- Collaborated with Animation & Code departments to implement our recorded mocap sequences across the game.

EDUCATION / PREVIOUS WORK

2019-2021   Masters in Games Design and Development at the National Film & Television School. My graduation project *CoVRt Operation* was nominated as one of the three finalists at the 2021 BAFTA Student Award for Games and Immersive.

2016-2018   Worked in Assistant Directing and Locations department for film and TV, from small scale productions, to big budget blockbusters like Justice League & Aladdin.

2012-2015   BA (Hons) in Classics 2:1 at Durham University