



SAUL BOOKEY

Technical Games Designer

Contact Information

Address : Copenhagen, Denmark
Willing to relocate? **Absolutely**
Willing to relocate abroad? **Absolutely**
Email : saullb@hotmail.co.uk

Portfolio : www.gamesbysaul.co.uk

Links

-  [Saul Bookey](#)
-  [GamesBySaul](#)
-  [@GamesBySaul](#)
-  [GamesBySaul](#)

Technical Skills

- Agile Practices
- Microsoft Office Tools
- Kanban Software
- Gameplay Design
- Programming
 - C++
 - C#
 - Blueprint (Visual)
 - Python
- Version Control:
 - Git
 - Github Desktop
- Game Engines:
 - Unreal Engine 4/5
 - Unity
- Content Creation

Key Skills

- Communication
- Time Management
- Teamwork
- Mentoring
- Leadership
- Customer Service
- Critical Thinking
- Problem Solving

Hobbies

-  Cooking
-  Exercise
-  Photography
-  [YouTube](#)
-  Cycling
-  [Live Streaming](#)
-  Video Games

Achievements and Awards

- Bafta Albert 2020
- Deputy Head Boy, King David High School
- Course Representative for three years of my degree
- Created the first Confetti Student Discord
- Student mentor in second year of degree

References

Andrew Jones
Email: andrew.jones@ntu.ac.uk

PERSONAL PROFILE

I have played games my whole life, and I realised from a young age that working with games was something I wanted to do. In 2019 I started to develop my own games, and since then I have shipped multiple titles for PC and for mobile. I love the game development community getting involved with it through Game Jams, Discord and through my own YouTube channel.

I primarily enjoy showcasing my design skills by working on small mechanics, prototypes and projects to improve as a designer and a developer. I have worked as a Technical Games Designer since 2022 and in that time have helped ship one of the biggest games of 2026, 007 First Light, where I worked on Setpieces and Gadgets.

EXPERIENCE

IO INTERACTIVE - COPENHAGEN

Technical Designer - 007 First Light
December 2025 - Present

In addition to my previous responsibilities the promotion from Junior has led me to take more of a lead and further ownership of my work, and systems to assist with on-boarding responsibilities and I have also taken it upon myself to be more forthcoming in regards to helping my fellow colleagues get a greater understanding of our proprietary game engine.

Junior Technical Designer - 007 First Light
February 2024 - December 2025

My primary responsibilities on 007 First Light were to help with the creation of setpieces, taking them from prototypes to full shippable quality. As part of setpiece creation there is a big emphasis on cross-department communication and ensuring that all relevant disciplines are kept in the loop at all times and that the design of the setpiece is as concise as possible to avoid any possible confusion or delays in the production process. I also helped to run and create the Gadgets for the game. We had seven gadgets in total, all having their own unique designs, resource economies and difficulty to balance. This also involved a collaboration with other disciplines such as Code and Animation and required me to come up with feasible and performant solutions to achieve Design's requirements for the feature, whilst also allowing for modularity to assist with future live content regarding the gadgets.

RED KITE GAMES - LEEDS

Technical Games Designer
August 2022 - February 2024

My responsibilities included prototyping mechanics before they go to engineers, and writing documentation. I primarily worked on design for AI, which included using behaviour trees, writing design documents and ensuring their behaviour met the expectations set by the Game Design team. Communication was also a big part of this role as there needs to be a constant conversation with Producers, Code and other Designers to ensure the goals for the project/prototype are met.

EDUCATION

Games Production BSc

**CONFETTI INSTITUTE OF CREATIVE TECHNOLOGIES,
PART OF NOTTINGHAM TRENT UNIVERSITY**

2019 - 2022 - 1st Class Degree

A Levels

KING DAVID HIGH SCHOOL, LIVERPOOL

2019 - Mathematics (B), History (B), Computer Science (C)