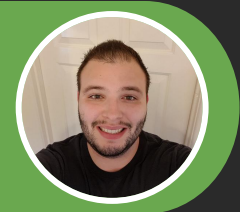


# Nicholas J Pritchard

## Game Designer

[www.megaslothstudios.com](http://www.megaslothstudios.com)



### Bio

My name is Nick Pritchard, and since 2022 I have been employed as a Game Designer with Playsport Games, a game studio specialising in sports-based gaming experiences for the Mobile & PC Platforms.

Having spent over a decade in narrative design, including writing and producing award winning short films, I began my transition into the games industry in 2017, completing an MA in Game Design (distinction) and self-publishing several games on multiple platforms prior to beginning work at Cluedupp Games. Games Design has always been a passion of mine, and with a dual industry background, I am able to leverage knowledge and experience from both industries to deliver impactful narrative content, and engaging game design.

### Experience

Present  
2022

#### Game Designer

Playsport Games

- Motorsport Manager 4
- Motorsport Rivals
- Race Horse Rivals
- Matchday Cricket Manager

2022  
2021

#### Game Designer

Kuato Studios

- Scooby Doo: Monster Mayhem
- Kuato Learning Platform
- Disney Story Realms
- Marvel Hero Tales

2021  
2020

#### Narrative Game Designer

Cluedupp Games

- Sweeney Todd
- The Ripper
- Yule Be Sorry
- Witchcraft and Wizardry

2020  
2018

#### Narrative Game Designer

Megasloth Studios

- It Will Find You
- Captive Audience
- Choreo: Go Loco!

### Skills & Qualities

- Unity - 7 Years
- Unreal - 1 Year
- Rapid Prototyping & Whiteboxing
- Adobe Photoshop & Premiere Pro
- Audacity
- Storyboarding
- Scripting
- UX
- AI Driven Tools
- Communication
- Creativity

### Qualifications

#### MA Video Game Design (Distinction)

Teesside University

#### BSC Film and Television Production

York University

A-Levels: A/A/A/B


GCSE: A\*/A\*/A\*/A\*/A\*/A\*/A/A

Clean Driving License

### Contact Details

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## Interests & Hobbies

- Development and design in Unity & Unreal.
- Dungeons and Dragons.
- Map Design.
- Narrative Development.
- Video Games - Both recreationally and developmentally.
- Cinema.
- Sound Design and Development.
- Video Editing.

## Awards and Selections

- |      |  |
|------|--|
| 2016 | <ul style="list-style-type: none"><li>• Amazonas Underground Film Festival – Best Short Film.</li><li>• Amazonas Underground Film Festival – Best Picture (Short Film).</li><li>• Celtic Mystery Short Film Festival – Finalist.</li></ul> |
| 2017 | <ul style="list-style-type: none"><li>• Big Terror Horror Short Film Festival – Selected.</li><li>• Blood Horror International Film Festival – Semi-Finalist.</li><li>• Fake Flesh Film Fest – Selected.</li></ul>                         |
| 2018 | <ul style="list-style-type: none"><li>• Fuel Programme Grant recipient – Teesside University.</li><li>• If You Can We Can: Ones To Watch – Finalist.</li></ul>   |
| 2019 | <ul style="list-style-type: none"><li>• Dean's Award 2019 – Teesside University</li></ul>  |

## References

### Mat Metzner

Senior Designer  
Futur Labs

[matmetzner@gmail.com](mailto:matmetzner@gmail.com)

### Sam Mussett-Harford

Creative Director  
Kuato Studios

[sam@kuatostudios.com](mailto:sam@kuatostudios.com)

### Tom Puchalla

Game Designer  
Playsport Games

[tom.p.puchalla@gmail.com](mailto:tom.p.puchalla@gmail.com)

### Clara Bausson

Producer  
Supermassive Games

[clarabausson@icloud.com](mailto:clarabausson@icloud.com)