

ai ??

- have skills needed for Project - Gap analysis on it
- look at what I need to skill up on
- list own skill / interests

Probo types

- Prove something to self or others

Pro Posal doc

Standard structure

- needs to link to portfolio
 - ↳ don't repeat just link to
- needs a name
- abstract
- title
- anchor
- appeal
- fun

- inspiration
- UX
- technology
- experience
- win/lose state
- audience
- Competitors
- critical analysis
- Content
 - ↳ components:
 - detailed discussion / list of actual concepts
 - functional spec
 - Storyboard
 - Schedule
- Probe types

Previous presentations

— light weight presentation not ideal



Slow loss of visuals

++ Visuals

Visuals ~ again

bullet point stuff

Pros - Cons $\Rightarrow$ not same problem solving
 $\Leftarrow$ use evidence

CoPilot things

— Compare to GPT

— Landis ai

Research on tracking

20 November 2025 13:01

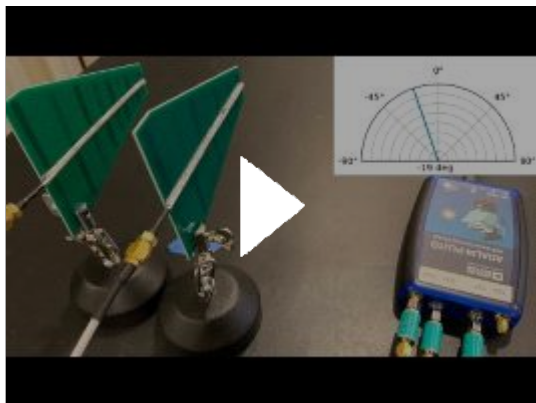
<https://zerokey.com/re-imagining-the-operations-tech-stack-with-high-accuracy-location-data/>

<https://www.aradconn.com/news-detail/CS-AoA-AoD/>

<https://www.silabs.com/blog/improving-accuracy-with-a-new-channel-sounding-dev-kit>

<https://onlinelibrary.wiley.com/doi/10.1155/2019/7691645>

[Build Your Own Phased Array Beamformer](#)



[Build Your Own Drone Tracking Radar: Part 1](#)



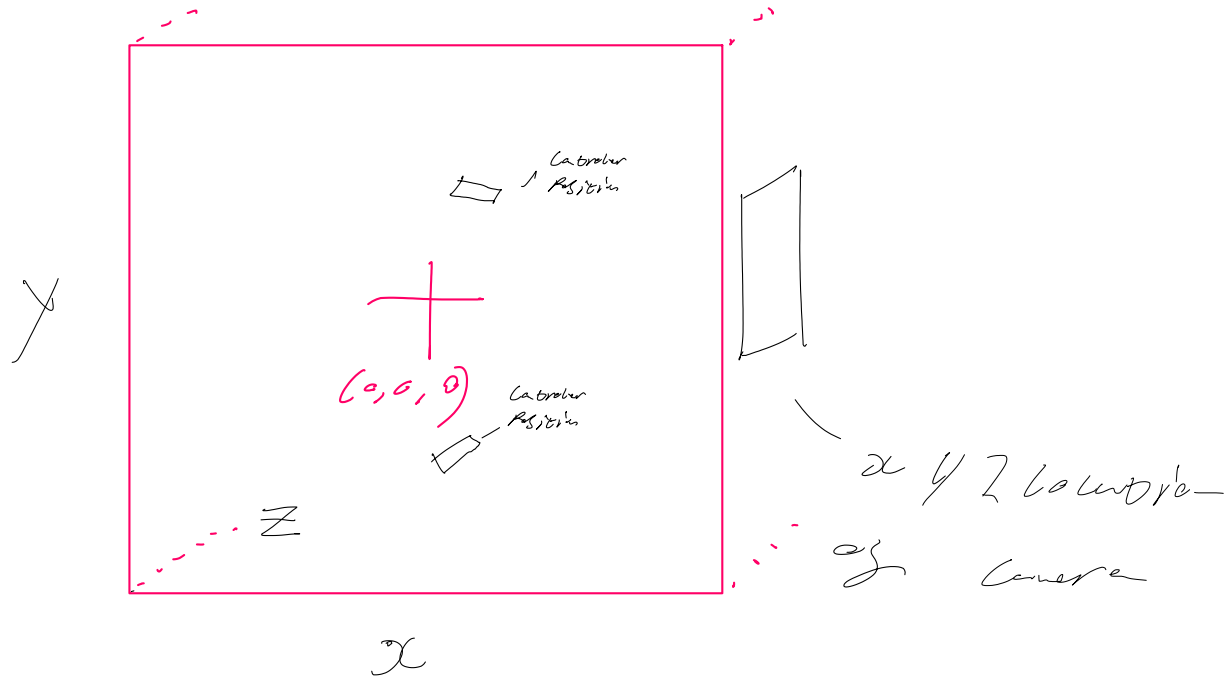
<https://www.analog.com/media/en/technical-documentation/data-sheets/ADL5511.pdf>

https://www.digikey.co.uk/en/products/detail/texas-instruments/IWR6843ISK/10434492?gclsrc=aw.ds&gad_source=1&gad_campaignid=19905055855&gclid=EAIaIQobChMI3KGe4NmAkQMVe4IQBh0GECi-EAQYASABEgKzmfD_BwE

<https://www.ti.com/lit/ug/swru546e/swru546e.pdf>

<https://www.ti.com/product-category/sensors/mmwave-radar/industrial/overview.html>

https://knowledge.lancashire.ac.uk/id/eprint/50512/16/Radar-Based_Millimeter-Wave_Sensing_for_Accurate_3-D_Indoor_Positioning_Potentials_and_Challenges.pdf



Megan Matthews - Game designer

- multidisciplinary game designer @ us two
- Specializing in accessibility and level design
- ~ 30 people

-
- push into grey
 - day to day
 - design body
 - rethinking
 - prototyping
-

Journey

- solid idea in mind - didn't work like that
- made a lot of static games for uni
 - ↳ making static art for uni
- got into uni
- first steps into industry
 - ↳ created by person in industry
 - ↳ 3d model and some program
- approached and got Jr. level game designer
- turn out then stop back and free lunch work
- rejection and redirection - rejected but set to other sounds
- Caball said about position at us two
- got job because:
 - some portfolio
 - understanding of current projects / game
 - can handle ability to answer design level questions
 - understand other opinions exist
- 6 years at us two
- design at us two
 - ↳ 'what do I do?'
- Phases
 - Concepting
 - Prototyping
 - Pre-production
 - Production
 - Post launch

} - Junior
- Prototyping milestones
 - ↳ a wireframe then in engine
- Level design
 - paper
 - building in engine

- ↳ review
- ↳ given to artists

- puzzle design

- making ~~easy~~ with sketch
- when not $\Rightarrow$ play tests
- lots of visual scripts

- progression, balance, game structure

- ↳ lots of sound effects
- ↳ discovery mapping/building

- play testing and understanding data

- ↳ break down into important at frequency
- ↳ how it might be our case
- understanding what player says vs means

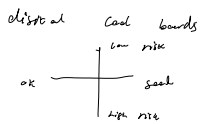
- controls and UX

- ↳ how it may work on other platforms

- accessibility

- ↳ look at rest of market
- ↳ look at ours
- feedback
- changes

- is the design called tools



- core g's

- ↳ work sleeping
- reduced as atom

- proper photo types

- one on one collaboration

- slow and tell feedback

Portfolio types

- you need one

- build portfolio like book design

- ↳ guide viewer through it like a book

- landing page

- ↳ featured
- ↳ new jobs
- ↳ scroll
- ↳ look at previous

- key projects on top

- ↳ change user applying to different things

- project page

- ↳ show lands $\rightarrow$ image + description

- older games - vignettes / screen shots

↳ explanation is important too

- write about individual contribution

- retro spectacles - what went well - learn to improve

- bullet points

- what motivates you?

↳ carry in your portfolio

networking

- finding peers in your field

- creating a support network for your idea and/or

- networking is not supposed to be annoying

- can be casual, serious, fun, professional etc.

- online games and table

↳ interesting conversations

↳ 2 years later network by participants
valued input - network open position
is needed

key take away

- no one has same path

- Be open minded to take opportunities that
suit you

- Network! Set to know your peers

- Look after yourself - it can be tough sometimes

Q and A

Why is it interesting?

- talk about a Game in similar genre

↳ talk about part of the design
you'd like

- Can you think of a time game designed around with a problem in it

↳ here is

- how did you solve x problem

Q Process for proto type $\Rightarrow$ bad sm

- time management

↳ allocate most to the proto types

Q average work day?

- tutorial 5 and in engine atm a between projects

- Stand ups - check in with design team

- talk to programmers

- lot of variation really

Q Level design first principles

- objectives - what do I want the player to achieve / experience

- how a player navigates a level

- willdisser - prioritise most important

Q identification to problem solving?

- so/so $\Rightarrow$ tends to need problem solving in the middle

Q how do you know you're doing well?

- takes longer long time - engaged not verbally frustrated

Q work from home vs studio

- Lot of work from home
 - if it gets done it gets done

Q small studio vs really small

- really small very stressful
- three people - very relaxed
- best mix - depends on company and point of workflow

Q do you bump into alumni?

- yes - year under works at same company
 - ↳ congenial - all over