

Luc Foster

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Recent MA game design graduate with 15 published game projects. Experienced Unity developer.

Skills

Gameplay Design: Player mechanics (3Cs) | Rapid prototyping | Systems balancing | Puzzle design

Level Design: Layout (sketches, diagrams) | Encounters | Scripting (Triggers, Objects) | Greyboxing

Engines & Tools: Unity (C#) | Unreal Engine 5 (Blueprints) | Godot | Perforce | Git | Twine | Ink

QA & Playtesting: Running playtests | Qualitative and quantitative feedback analysis | Bug tracking

Narrative & Writing: Branching dialogue | Worldbuilding | Design documentation | Screenwriting

Experience

Level Designer, Superla.tv

May 2025 – July 2025

- Designed and built photoreal environments as linear, scripted experiences. Responsible for all aspects of level creation, alongside camera systems, scripted events, lighting, and performance optimisation.

Game Designer, Various Projects

Jan 2024 – Present

- Working as a designer and developer on multiple concurrent game projects, taking on roles across controller design, level design, puzzle design, programming (C#), and project management.
- Developed and designed 'Oubliette', a procedural roguelike FPS showcased at EGX 2024, praised by Debug Magazine.
- Oversaw all major game design decisions and shipped mobile game 'Space Blends', coordinating within a team of 4.
- Level designer for 'Return To Omega'; responsible for full pipeline from blockout to final pass.

Scriptwriter, Freelance

Sept 2018 – Nov 2022

- Game writer on 'Chains of Enchantment' - Wrote dialogue and assisted with story framework for GENIUS Inc.'s F2P mobile title, currently sitting at 100K+ downloads.
- Delivered scriptwriting and editing services to clients in 10+ countries, adapting for diverse genres and formats.
- Provided story consulting and script coverage for international clients, providing analysis on 50+ screenplays.

Creative, Dragonfly Video Services

June 2021 – Jan 2022

- Created pitch decks and scripts for digital ad campaigns; helping to secure client campaigns from small creative briefs to large multi-channel projects.
- Generated and refined campaign ideas and copy, supporting creative direction end-to-end.

Achievements

- Game 'Oubliette' featured in Debug Magazine #8 ([article](#)) ([Steam page](#))
- Commercially-released a mobile game on iOS (Android coming soon) ([game website](#))
- Winner – Best Technical Achievement, Ukie Game Jam 2024 ([game page](#)) – Project manager, game designer, and 2D artist on 'Trash Toppler'.
- Writer and director of short film 'Portrait', a recipient of the UoL Berkofsky Arts Award 2018 and winner of the Sticks & Glass Award at the Leeds INDIs 2021 ([watch film](#))
- Showcased game projects at a variety of events including Comic Con x EGX 2024, Yorkshire Games Festival 2024 & 2025, Gamebridge 2024 & 2025, GDLX 2025, and more.
- Participated in 9 game jams, some of which include the Nordic Game Jam (2024 & 2025), Global Game Jam (2024), Ukie Game Jam (2024), 48 + 8 Jam (2023), Secret Santa Jam (2024), Bigmode Game Jam (2025), and CHAIN3 (2025).

Education

National Film and Television School – Games Design and Development – MA

Jan 2025

University of Leeds – Film, Photography, and Media – BA

June 2018

Fun Facts

Fluent French, learning Danish, cat lover, retro game collector, can make a killer guacamole.

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