

CAMERON WHITE

SENIOR GAME DESIGNER



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Vancouver, Canada
*open to relocation

EDUCATION

GAME DESIGN
DIPLOMA
Vancouver Film School
2014

LANGUAGES

ENGLISH

FRENCH

TECHNICAL SKILLS

Unreal Engine

Unity

Essence Engine (Relic)

Adobe Photoshop and Premier

Unreal Blueprints

Lua

C#

REFERENCES

Contact information available
upon request.

OVERVIEW

Versatile game designer with 10+ years of strong technical and feature ownership experience. I'm a positive collaborator, passionate about building a shared vision to achieve a high-quality bar.

WORK EXPERIENCE

INDEPENDENT DEVELOPER – Self Employed

Family Business – (2024 – Current)

- Developing a chaotic cooperative farming game in Unreal Engine 5.
- Used Blueprints to create top-down 3Cs, farming mechanics, interactable objects, AI animal behaviour trees, UI systems, and game modes.
- Finalized a playable vertical slice build for grant submissions.

SENIOR DESIGNER – Relic Entertainment

Company of Heroes 3 Live Ops – PRODUCT OWNER (2023 – 2024)

- Lead multi-disciplinary teams of 5-10, planning and overseeing the successful release of single-player and metagame features.
- Collaborated with the Art Director and Campaign Designers to rework the campaign opening and narrative tone, which contributed to +50% MAU.
- Scripted Mission and Skirmish content in Lua to support campaign reworks.
- Wrote dialogue for cinematics. Organized recordings and directed voice talent.

Company of Heroes 3 – WORLD AND SYSTEMS DESIGN (2017 – 2023)

- Owned implementation of open-world style objective content and Lua scripting on the campaign overworld map.
- Partnered with artists to develop map scale and visual language for level design in a game mode new to the franchise and engine.
- Designed turn-based AI systems for the campaign. Served as the point of contact for AI engineers.
- Built a visual scripting tool that was used to script all our missions and campaign map objective content.
- Created early board game prototypes to prove out moment to moment turn based gameplay and establish our feature list.

Dawn of War 3 – MISSION AND BOSS DESIGN (2015 – 2017)

- Level design and Lua scripting for campaign missions from paper design to ship, notably: Ork mission “Cunning and Wiles”, and finale mission “The Wayfarers”.
- Collaborated with art, audio, and narrative to script memorable encounters, and narrative sequences.
- Designed the daemon boss and 5 minion enemies for the final mission in collaboration with the gameplay and AI groups.