Elric Milton
Game Designer

Game Designer specialising in Experience Design, Emergent Gameplay, and Innovation.
I am passionate about emergent gameplay, iterative design processes, and making moment to moment gameplay feel incredible in ground-breaking experiences.

Contact

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Portfolio
www.elricmilton.com

Location
Sydney, Australia

Education

2021
Advanced Diploma of Professional Game Development
Academy of Interactive Entertainment

2020
Diploma of Screen and Media
Academy of Interactive Entertainment

2016
Certificate IV, Marketing
TAFE NSW

Expertise

- Game Design
- Game Production & Management
- Source Control
- Unity
- C#
- Microsoft Office Suite
- Google Workspace
- Atlassian Suite
- Blender
- Prototyping tools: Figma, Machinations & Miro

Experience

2023 - Present
Chaos Theory Games
Game Designer

After some time acting as the main Game Designer at Chaos Theory Games I was promoted from Junior to Mid-level Game Designer. My responsibilities in this role include:
- Game systems and mechanics design
- Game design process development
- Documentation framework improvement
- Game prototyping in Unity, Figma, and Machinations

2022 - 2023
Chaos Theory Games
Junior Game Designer

My role as a Junior Game Designer at Chaos Theory Games gave me opportunities to work on exciting and innovative projects, including multiple educational and entertainment games. My responsibilities included:
- Game systems and mechanics design
- Content design such as heroes, troops, levels, abilities and quests
- Economy design for transformational games and real-time strategy games
- Writing game design documents and technical specifications
- Crafting design diagrams to communicate systems, mechanics, and concepts
- Accessibility process development

2021 - 2022
Chaos Theory Games
Quality Assurance Tester

I joined Chaos Theory Games during my final year of study. My responsibilities included smoke testing and exploratory testing across multiple game projects, reviewing work tickets based on their acceptance criteria, and proposing solutions and suggestions.
My work in this role led to a Junior Game Designer role in the company.

2020 - 2021
JEAH!
Lead Designer & Producer

I lead a team of 4 aspiring game developers to create, polish, and publish an independent mobile game as our first commercial foray into the games industry. In this role, I wore many hats, including that of game design, project management and production, marketing and publishing, AI behaviour design, level design, systems design, F2P monetisation, and economy design.

References available on request