

ANJALI SHIBU

Leamington Spa, England | juliashiban@gmail.com | [Portfolio](#) | [LinkedIn](#)

A passionate designer with a creative vision supported by strong practical knowledge in design, art, animation, storytelling, audio, and programming. My multidisciplinary skills enable me to create fantastic experiences for players by rapidly prototyping using various game engines.

This holistic view and multidisciplinary approach are what make me an excellent game designer!

Experience

Playground Games, Apr 2022 - Present

Role: Gameplay Designer (Design Assistant)

Live Program: Forza Horizon 5

- Wrote the script for the Horizon Mixtape radio station released with the Horizon Anniversary story

- Collaborated with the writer and designer to ensure cohesion across story and radio station scripts

- Implemented a seasonal championship

Shipped Title: Forza Horizon 5 - Rally Adventure

- Owned the main campaign in collaboration with another designer, also balanced the campaign

- Collaborated, implemented and owned achievements, accolades and challenges

- Wrote and owned the narrative for the campaign, main point of contact between writer and design team

- Collaborated, owned and maintained the voiceover of the pace notes with engineering and audio departments

- Directed and collaborated with voice actors to get the best performance

- Owned, maintained and implemented names and licensing across the game world, from race names to PR stunts

Shipped Title: Forza Horizon 5 - Hot Wheels

- Owned navigation data

- Collaborated with the owner of the nav data tool to suggest and implement practical improvements during production to improve workflows and speed across teams

- Owned and collaborated with the design and engineering departments to bring a new skill to the Forza franchise

Women in Games Jam, Role: **Narrative Designer**, Sept 2021

Submission: In the Garden

- Owned production and narrative design.

- Developed and maintained the scripts and narrative, ensuring style cohesion throughout the script

- Implemented scripts for a non-linear narrative, covering the mid-section of the game

- Created art assets to aid the team in completing art assets as required while maintaining overall art direction

Abertay University, Student Projects, Sept 2020- Aug 2021

Worked in a simulated studio environment as part of student teams.

Client: The Chinese Room, Roles: **Narrative/Level Designer**, June - Aug 2021

- Developed the narrative including storyboard, and coordinated with the team to ensure cohesion throughout

- Rapidly iterated and designed the final level of the game – the garden level, as an emotional experience

- Owned and maintained the Level Design Document (LDD) for the final arc in the game

- Owned and maintained a game design document on mechanics for the team

- Solely responsible for the 3D model and animation of Heather the cat (main character)

Client: Dundee Dragons (NHS Nurses), Role: **Game Designer**, June-Aug 2021

- Owned storyboard & Voice-over scripts

- Developed storyboard and maintained scripts for the story and voiceover as detailed by the client

- Developed the concept design document in conjunction with a co-designer

- Responsible for the game flow and interactions in the level

Honors and awards

Speaker at Games Talks Live Scotland (April 2023)

Member of BAFTA Connect, (2022)

BAFTA Scotland Games Mentorship Programme, (2022)

Mentor - Cara Ellison

Saltire Scholar, Dundee, Scotland

Abertay University, Dundee, Scotland

Masters Professional (M.Prof) in Games Development,

Srishti Institute of Art, Design & Technology, Bangalore, India

Bachelor of Creative Arts in Digital Media Art (2D & 3D Animation)

CMR National Public School, Bangalore, India

Studied Physics, Chemistry, Maths & Computer Science (familiar with C++)

Game engines & Software familiarity

Game engines

Unity, Unreal Engine, RPG Maker MV, Ren'py, Twine, Forza Tech

Softwares

Xbox Partner Centre, Confluence, Perforce, Blender, Maya, Photoshop, Clip Studio, Substance Painter, Google Suite, Microsoft 360

Skills, Interests and did I mention tea?

In the midst of creating a rock-climbing archer pianist build

A storyteller by nature, and a quick learner I love short-term challenges like knitting projects/piano pieces

Bouldering is a great mind and body puzzle – my style is technique and balance focused

Lindy Hop is one of my favourite pastimes, alongside Dungeons and Dragons

Tea aficionado and big foodie, you'll find me thinking about the next new recipe or finding out about the latest and greatest in food and drinks around!