

ANJALI SHIBU

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

A passionate designer with a creative vision, and proven track record with two shipped AAA titles under her belt. A proactive team player; my cross-departmental skills and an eye for detail have enabled me to create fantastic experiences for players.

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

Experience

Playground Games, Title: **Design Assistant**, Apr 2022 – February 2024

Shipped Titles: Forza Horizon 5 - Rally Adventure, Forza Horizon 5 - Hot Wheels, Live Program

Leadership

- Collaborated with key stakeholders and championed narrative of the player's first experience for Rally Adventure

- Mentored other members of the design team

Creative Writing & Narrative Design

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

- Owned narrative for the Rally Adventure campaign; main point of contact between the writer and design team

- Owned and implemented names across the game world, from race names to PR stunts for Rally Adventure

Game Design

- Balanced and maintained the campaign in conjunction with senior designers for Rally Adventure

- Collaborated and implemented achievements, accolades and challenges; owning rewards for Rally Adventure

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

- Implemented a seasonal championship as part of Forza Horizon 5's Live Program

Technical Design

- Owned navigation data; worked with tool owner to implement changes for improved efficiency mid production

- Proposed a Technical Design Document detailing changes to VO process & tools to improve efficiency & scale up

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

Submission: In the Garden

- Owned production and narrative design, collaborating to ensure style cohesion throughout the script

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

Abertay University, Student Projects, Sept 2020 - Aug 2021

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

- Owned and developed the narrative including storyboard, and collaborated to ensure cohesion throughout

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

- Owned and maintained a Game Design Document on mechanics for the team

MINC Ecofashion, Bangalore, Sept 2018 - Aug 2020

Roles: Director Merchandising and Project Manager

- Developed and managed content calendars for social media. Spearheaded lifestyle related theme development.

- Developed the website from scratch, and improved searchability through SEO. Highlights of the tenure was managing a small team and mentoring team members.

Game engines & Software familiarity

Game engines

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

Softwares

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

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++)

Skills, Interests and did I mention tea?

In the midst of creating a 'Monster Slayer' Pianist

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

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!