

# ANJALI SHIBU

Leamington Spa, United Kingdom | [juliashiban@gmail.com](mailto:juliashiban@gmail.com) | [Portfolio](#) | [LinkedIn](#)

A passionate game designer with a proven track record of two shipped AAA titles under the belt. My creative vision, practical design skills and programming knowledge enable me to enhance gameplay and accessibility experiences for players. A holistic view and multidisciplinary approach are my forte.

## Experience



**Playground Games**, Generalist Game Designer, Apr 22 – February 24  
**Shipped Titles: Forza Horizon 5 - Rally Adventure, Hot Wheels, Live Program Leadership**

Collaborated with key stakeholders to champion narrative for the player's first experience in Rally Adventure, which elevated the experience for millions of players worldwide!

Mentored other members of the design team

### Creative Writing & Narrative Design

Directed and collaborated with audio and voice actors

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

Innovative QC content (Forza LINK), appreciated by players

### Game Design

Balanced and maintained the campaign for Rally Adventure

Implemented achievements, accolades and challenges; Owned 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 FH 5's Live Program

### Technical Design

Owned navigation data; collaborated with tool owner to implement changes for improved time efficiency (up to 66%) mid production

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

**Game-Off Jam**, Role: **Game Designer**, Nov 21, Submission: [Jitter Critters](#)

**Women in Games Jam**, Role: **Narrative Designer**, Sept 21, Submission: [In the Garden](#)

**Abertay University**, Master's Thesis Project

**Client: The Chinese Room**, Roles: **Level Designer**, Game: [Through Their Eyes](#)

**MINC Ecofashion, Bangalore**, Sept 18 - Aug 20

**Titles: Director Merchandising and Project Manager**

Developed, managed content calendars for social media.

Managed a small team & mentored team members.

**Srishti Institute of Art, Design and Technology**, Bachelor's Student Projects

Projects: [Anamika](#) (Narrative Designer), [Pillow Fight to the Death](#) (Game Designer), [Cinnamon](#) (Narrative Designer)

## Game Engine Familiarity



Forza Tech (Proprietary),  
Unity, Unreal Engine

## Software Familiarity

Xbox Partner Centre, Adobe Suite, Confluence, Perforce, Google Suite, Microsoft 360

## Honors and awards

Panellist at Career Insights Event for BAFTA x Into Film, (March 2024)

Speaker at Games Talks Live Scotland, (April 2023)

Member of BAFTA Connect, (2022-Present)

BAFTA Scotland Games Mentorship Programme, (2022)

Mentor - Cara Ellison

Saltire Scholar, Dundee, Scotland

## Education

**Abertay University**, Scotland, 2021

**Masters Professional (M.Prof)** in Games Development

Srishti Institute of Art, Design & Technology, India, 2018  
BCA in Digital Media Art (2D & 3D Animation)

## Skills & Interests

Quick Learner | Researcher | Problem Solver | Collaborator | Storyteller | D&D Player | Dancer | Foodie | Archer