

## ANJALI SHIBU

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

Passionate game designer with a proven track record on two shipped AAA titles. I combine creative vision, hands-on design skills, and programming expertise to craft engaging, accessible gameplay experiences. My strength lies in a holistic, multidisciplinary approach to game development.

### 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 through world building for the initial drive in Rally Adventure
- Met deadlines in high pressure situations  
Prioritized essential tasks, communicated effectively, and remained agile in response to design changes to meet deadlines
- Mentored members of the design team in features and tools I championed, and creating and refining documentation

#### Narrative Design

- Owned and authored narrative for the Rally Adventure campaign
- Collaborated with audio and directed voice actors
- Spearheaded exchange of ideas between the writer and design team
- Managed and edited scripts to ensure polish in a timely manner for recording and localisation
- Implemented the storyline using proprietary tools
- Owned Quick Chat content (Forza LINK) for Rally Adventure

#### Systems & Gameplay Design

- Balanced and maintained the campaign for Rally Adventure
- Owned rewards; Implemented and resolved issues for achievements, accolades and challenges for Rally Adventure
- Owned and collaborated with design and engineering departments to add the G-Forza skill for Forza Horizon 5: Hot Wheels
- Implemented a seasonal championship as part of FH 5's Live Program

#### Technical Design

- Owned navigation data; collaborated with tool owner to optimize navigation data workflows mid production by up to 66%
- Compiled a Technical Design Document optimizing narrative workflows for a proprietary tool

**Personal Project**, Weapons Design, Aug 25

#### Weapons Design Document – Chakram

- Developed a weapons design document for an RPG game, that includes use and feel of the weapon
- Developed formulas for damage on the basis of attributes

**Interactive Fiction Competition**, Narrative Designer, Aug 25

Title: A Murder of Crows

- Authored the game with a non-linear branching structure
- Designed the project using variables to flag choices and set up unique dialogue and encounters

### Education

**Abertay University**, Scotland  
**Masters Professional (M.Prof)**  
in Games Development

### Game Engine Familiarity

Forza Tech (Proprietary), Unity,  
Unreal Engine, Twine, RPG  
Maker MV

### Software Familiarity

Microsoft 365, Confluence,  
Perforce, Xbox Partner Centre,  
Adobe Suite, Google Suite

### Volunteer Work

Judge for **BAFTA YGD**  
Competition, April 2024, 2025

Guest Speaker at Abertay  
Game Development Society,  
February 2025

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

Speaker at **Games Talks Live**  
Scotland, April 2023

### Honors and awards

**BAFTA Scotland Games**  
Mentorship Programme, 2022  
Mentor - Cara Ellison

Saltire Scholar, 2020 - 2021

### Other Interests

Amateur Pianist | D&D Player |  
Dancer | Foodie | Archer |  
Writer | Anime Lover