

Hamish MacDonald

Senior Design Engineer

CONTACT

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Auckland, New Zealand

SUMMARY

I'm a senior design engineer working across games, interactive products, creative tools, and emerging platforms. I combine systems design, UX, prototyping, and hands-on implementation to turn ambiguous ideas into playable, usable, commercially grounded experiences. My work spans Unity, Unreal Engine, web, backend workflows, automation, release tooling, and product design. I'm strongest where teams need someone who can connect creative vision, product thinking, implementation, and shipping reality.

KEY ACHIEVEMENTS

Co-Founded and Shipped a Commercial Game

Led Game Design on AI-Driven Multiplayer Gameplay

Built a Full-Stack Creative Tool from Prototype to Release

SKILLS

Strengths

Design Engineering · Game Design · Creative Direction · UX/UI · Prototyping · Product Systems · Release Tooling

Tools

Unreal Engine · Unity Engine · Figma · Codex · Git · Perforce · C# · Blueprints · C++ · TypeScript · JavaScript

EDUCATION

Bachelor of Design, Digital Design

2007 to 2009

Auckland University of Technology

VOLUNTEERING

Volunteer Firefighter

2025 to Present

New Zealand Fire and Emergency

PROFESSIONAL EXPERIENCE

Co-founder, Senior Design Engineer

Mapmage (Auckland, New Zealand)

2025-11 to present (ongoing)

- Designing and building Mapmage, a real-time 3D mapmaking sandbox for game masters. I lead design and co-development across UX/UI, Unity implementation, WebGPU delivery, shareable map URLs, VTT integrations, custom file formats, web portal flows, backend systems, QA, automation, Discord tooling, and release operations.

Tools: Unity Engine, C#, WebGL, Figma, Git, Codex, TypeScript, Astro, Next.js.

Senior Game Designer

Readyverse Studios and Futureverse Studios (Auckland, New Zealand)

2023-06 to 2025-09 (2 yr 4 mth)

- Senior Game Designer on The Readyverse, an open metaverse social game platform. I led gameplay design and implementation across Unreal Engine prototyping, multiplayer systems, social spaces, puzzle design, playtesting, release, and iteration. I helped design and ship Promptopia, a competitive multiplayer experiment combining player-prompted AI-generated content with stats, abilities, game feel, and rapid match-based play.

Tools: Unreal Engine, Blueprints, Figma, Perforce.

Creative Director

Seekers (Auckland, New Zealand)

2022-11 to 2023-06 (8 mth)

- Creative Director for Seekers, a \$20M collectible interactive 3D modular avatar project. Led concept development, attribute systems, game design, partner outreach, ARG puzzle design, marketing assets, and interactive WebGL avatar experiences.

Tools: Unity Engine, C#, WebGL, Figma, Spreadsheets, Git.

UX/UI Designer

Sylo (Auckland, New Zealand)

2018-11 to 2022-11 (4 yr 1 mth)

- UX/UI Designer for a Web3 smart wallet, private messenger, and mini-app platform. Designed flows, prototypes, interfaces, and shipped product experiences that translated complex technical systems into clear user-facing features.

Tools: Figma, Adobe Suite.

Co-founder, Game Designer / Developer

Frogshark (Auckland, New Zealand)

2015-05 to 2018-11 (3 yr 7 mth)

- Co-created Swordy - a physics-based local multiplayer brawler. I held responsibility across game design, gameplay iteration, player feedback and development.
- Helped shape the game's combat feel, moment-to-moment readability, and competitive chaos through prototyping, playtesting, and refinement, taking it from concept to commercial release.
- Secured platform support and funding from Microsoft as part of the project's development, alongside recognition through IndieCade, Play by Play, and Kiwi Game Starter.

Tools: Unity Engine, C#.

Awards:

- Swordy "Official selection" - IndieCade Showcase @ E3 2015.
- Swordy "Play By Play" Finalists, New Zealand, 2016.
- Swordy "Kiwi Game Starter" - 2nd place, New Zealand, 2015.