

ROBERT SMITH

Asst. Game Designer

Phone: (0123)-456-789 | Email: info@qwikresume.com | Website: Qwikresume.com

SUMMARY

To work in the design field creating original and compelling illustrations and designs. To continually improve artistic capacities.

CORE COMPETENCIES

Game Mechanics, Systems Design, Game Design,.

PROFESSIONAL EXPERIENCE

Asst. Game Designer

ABC Corporation - October 2013 – September 2015

Key Deliverables:

- Created game design documents. Balanced systems for existing as well as new IPs.
- Created level design documents for all level-based games.
- Concept designed and quick prototype of new game mechanics in Unity.
- Created Game Pitch Concepts for investors and clients.
- Analyzed live game data to constantly improve the player experience.
- Worked around F2P and Freemium monetization models.
- Improved monetization and retention of live games through difficulty tuning and hypothesis testing -

Game Designer

ABC Corporation - 2011 – 2013

Key Deliverables:

- Systems Star Trek Online, Champions Online, Neverwinter Online Developed various systems using both Excel and proprietary game editor.
- Balanced, tuned, and adjusted designs based on customer and QA feedback.
- Worked closely with other teams to make engaging encounters and game mechanics.
- Designed and implemented new classes, critters, and items constantly on shipped projects.
- Maintained the game balance of a ship product while introducing new designs..
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EDUCATION

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Master's in Game Design and Interactive Media - 2015(Full Sail University - Orlando, FL)

