Daniel House
Game Designer

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SKILLS

Game Combat & Systems Design

- Rapid prototyping weapons, abilities, and locomotion for both single and multiplayer experiences
- Drive cross-disciplinary designs from concept to release
- Cinematic event scripting
- Visually focused design documentation
- Playtest conducting and iteration

Mobile Games Design

- LiveOps, UI/UX, feature, economy, casual puzzle and level design development and iteration
- Product and Meta Progression

AI Design

- Combat interactions, world navigation, creature design and encounter experiences
- AI pathing, world interactions, etc.

Software

- Miro, Figma
- Adobe Photoshop, Illustrator, After Effects, and Maya
- Perforce, Git
- JIRA, Confluence, ClickUp
- Microsoft Office & Google Docs
- Visual Studio

Programming

- Unreal Blueprinting, UE Gameplay Ability System (GAS), UE AI Behavior Tree, UE Animation State Machine, UnrealScript
- Client/Server logic
- C#, C++, JSON, HTML, CSS

Leadership

- Propel project design in collaboration with leadership
- Initiate roadmap process and development
- Attentive listener and note taker

EXPERIENCE

Jan. 2024 – Present | Combat Designer (Contract)

Deadhause Sonata, Multiplayer Action Role-Playing Game

- Collaborated with my team to design and implement the core combat loop and systems including:
  o Abilities and Gameplay Effects, Damage Types, Hit Reactions, Character States, Movement and Traversal, Camera Systems, SFX, VFX, Hit-Stop, Combat Encounters, and AI Behavior
- Designed, crafted, and implemented Player and AI attack animations and locomotion

Feb. 2023 – Present | Designer and Developer for an Independent Project

Titled Warriors Way, 1-4 Multiplayer Co-op Action-Adventure game

- Created, playtested, and iterated player combat scripting, character abilities and enemy AI behavior
- Designed and developed a targeting system, player attack combos, companion AI behavior, and cinematic finishers
- Developed a network scripting architecture to ensure correct and optimized functionality of gameplay systems between server and clients
- Level blockout and scripted AI combat encounters

Nov. 2020 – Sept. 2022 | Game Designer for PeopleFun

Lead Designer for *Wordscapes Search* & Designer for *Blockscapes*

- LiveOps Feature Design
  o Responsible for creating and pitching KPI goals and wireframes for in-game limited time events such as Christmas
- Economy Design for event and feature rewards such as the *Wordscapes Search* Highlighters and Sticker Collection vanities as well as *Blockscapes* Block Themes

Apr. 2019 – Aug. 2020 | Systems Game Designer for Army Game Studio

Unannounced UE4 Project: Third Person Hero Shooter

- Combat Systems Multiplayer design from concept to implementation
- Using GAS: Scripted character abilities, skills, secondary gadgets, locomotion, environment traversal, flying AI, and abilities that relied primarily on SFX and VFX systems
- Proposed plan to create the Pillars of Design for each Hero, establishing formal roles for each character
  o Defined strengths and weaknesses, look and feel, and primary way of play and implemented the design
- Rapid prototyping, playtest conducting and iteration

EDUCATION

2018 | Master of Science in Visualization from Texas A&M University

2015 | Bachelor of Science in Visualization from Texas A&M University