



DAVE SULLIVAN

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SKILLS

- Game Design – System design, combat design, level design, technical design, prototyping
- Unreal and Unity Game Engines
- Unity Certified User: Programmer
- Blueprints and C#
- Network replication
- Strong troubleshooting and analytical skills
- Project management
- Managed IT budgets and projects
- Budget planning
- MS Office Suite of products such as Word, Excel, PowerPoint & Visio
- Confluence
- PowerShell scripting
- Enterprise server & storage design, configuration and implementation
- Technical and non-technical procedure and documentation writing
- Windows (Server and Desktop), Linux and MacOS Operating Systems
- Network security, design and troubleshooting
- Strong team player but able to work independently

EDUCATION

- **Game Design Diploma (2021)**
CG Spectrum
- **Unity Certified User: Programmer (2020)**
- **Computer System Technician – Diploma (2001)**
Algonquin College, Ottawa

EXPERIENCE

March 2022 – October 2024

GAME DESIGNER – AIRSHIP SYNDICATE

- Designed and implemented dozens of in-game dynamic events using Blueprints in Unreal Engine 4 (UE4)
- Collaborated with multiple departments to deliver content for events, creatures, and encounters in a Live Service environment
- Established core design pillars for event budgets resulting in well balanced dungeon and open-world scenarios
- Created detailed creature designs for major events and hunts
- Developed combat encounters for events, quests, and systemic filler spaces
- Built, via Unreal Blueprints, technical features and systems for designers and artists to use in events and quests

March 2021 – Present

GAME DESIGN TECHNICAL ASSISTANT – CG SPECTRUM (CGS)

- Creation of new Game Design course content
- Edits and updates to existing Game Design course content
- Technical support of the Unreal Engine 4 (UE4) CGS Framework project for Game Design students to complete assignments and for game development
- Add content to the CGS Framework including: a compass and quest tracker system, additional materials and sound cues
- Assist Game Design students with UE4 usage, technical support and general use
- Assist Game Design students with design course work such as level design, system design, game pitch documentation and game design documentation
- Setup remote connectivity, access control, training and ongoing management to an external CGS Subversion server for version control of individual assignments as well as collaborative work, for use staff and students