

DAVE SULLIVAN

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SUMMARY

Technical Game Designer with 3+ years of experience designing and implementing systems and content in Unreal Engine. Skilled in scripting, data-driven design, multi-team collaboration with the ability to take features from concept through prototyping, implementation, and post-production. I have a 20-year IT background in systems engineering, providing strong technical fluency and adaptability to various situations

EXPERIENCE

Game Designer – Airship Syndicate – Remote

Wayfinder – 3 player co-op ARPG

2022 –2024

- Designed and implemented 30+ replicated, dynamic world events that increased player engagement and replayability; managed an additional 20+ other events.
- Designed and balanced dungeon pacing, combat encounters, and encounter flow using analytics and playtest feedback.
- Spearheaded creature, quest, and event designs from concept through documentation and implementation, ensuring seamless integration with narrative and gameplay.
- Built technical tools and systems in Unreal Engine Blueprints
- Authored comprehensive documentation covering events, quests, enemy behaviors, and environmental triggers, for cross-disciplinary collaboration.

Game Design Technical Assistant – CG Spectrum – Remote

2021 – Present

- Mentored students in combat, system, and event design as well as technical issues using Unreal Engine Blueprints, with several projects reaching portfolio-ready standards.
- Developed and maintained a collaborative Unreal Engine design framework used by students for rapid prototyping and testing.
- Created new curriculum content on combat design, prototyping, and event scripting, ensuring alignment with industry best practices.
- Provided structured design feedback emphasizing system cohesion, iteration, and player experience.
- Administered and supported an external Subversion server, reducing technical downtime and streamlining collaborative student workflows.

SKILLS

Game Design:

- Systems, Combat, Quests
- Balancing & Iteration
- Replayable Events
- Sandbox & Emergent Gameplay
- GDDs

Engines & Tools:

- Unreal Engine, Blueprints
- Unity (C#)
- ECS Architecture
- Jira, Confluence, Miro, Agile/Scrum

Collaboration:

- Feature Team Leadership
- Cross-Disciplinary Communication
- Documentation
- Google Docs, MS Word
- Mentoring

Technical:

- Network Replication
- Visual Scripting
- Technical Scripting

EDUCATION

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

ADDITIONAL BACKGROUND

20 years in IT infrastructure and systems engineering, providing technical fluency, problem-solving skills, and cross-disciplinary collaboration experience that enhance my game design work