



Dave Sullivan

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SUMMARY

Technical Designer with 5 years of experience building scalable and performant gameplay systems in Unreal Engine, a strong understanding of game development pipelines and excellent problem-solving skills to deliver polished player experiences, with a 20-year IT background in systems engineering and experience shipping games like Wayfinder (ARPG, Steam/console), utilizing skills in gameplay mechanics, user interfaces, and tools, as well as proficiency in C++

EDUCATION

Game Design Diploma 2021

CG Spectrum

Unity Certified User: Programmer 2020

Unity

Computer System Technician Diploma 2001

Algonquin College, Ottawa

WORK EXPERIENCE

Game Designer – Airship Syndicate | Remote | 2022 - 2024

- Designed and implemented 30+ replicated events that increased player engagement, replayability, and pacing, using analytics and playtest feedback, ensuring integration with narrative and gameplay, while managing an additional 20+ other events with collaboration between cross-functional teams ensuring integration of gameplay mechanics and technical design
- Balanced and tuned procedural dungeon pacing, combat encounters, and encounter flow, utilizing playtest feedback and analytics to optimize player experience and define mechanics, difficulty curves, rewards, and pacing structures
- Spearheaded creature, quest, and event designs from concept through documentation and implementation, ensuring alignment with gameplay goals, gameplay pillars, and production constraints
- Built technical tools and systems in Unreal Engine Blueprints to support gameplay features, prototyping, and testing, and maintained clear design documentation for implementation and iteration
- Authored comprehensive documentation covering events, quests, enemy behaviors, and environmental triggers, while debugging and optimizing various technical issues and improving gameplay features

Game Design Technical Assistant – CG Spectrum | Remote | 2021 - Present

- Assisted students with game design issues, including player progression, mechanics, and difficulty curves, and developed and maintained a collaborative Unreal Engine design framework used by students for rapid prototyping, testing, and iteration
- Created new game design curriculum content, focusing on gameplay systems, player experience, and design documentation, and assisted students with Unreal Blueprint scripting, debugging, and general Unreal use
- Administered and supported an external Subversion server, reducing technical downtime, streamlining collaborative student workflows
- Supported students with game design project development, providing guidance on design, implementation, and testing, and ensuring alignment with creative goals and production constraints

SKILLS

Game Design

Balancing and Tuning, Design Documentation, Gameplay Prototyping. Combat/Encounters, Quests, Level, Systems, 3C's Design, Player Progression, Mechanics, Difficulty Curves, Rewards, Pacing Structures, User Interface

Engines & Tools

Unreal Engine, Blueprints, C++, Unity, C#, State Machines, ECS Architecture, GAS, Jira, Confluence, Miro, Agile/Scrum

Collaboration

Cross-Disciplinary Communication, Documentation, Google Docs, MS Office, Mentoring, Playtesting & Feedback, Version Control Systems

Technical

Network/Multiplayer Replication, Visual & Technical Scripting, Debugging & Optimization, Performance Improvement, Latency Reduction, REST APIs, Cloud Computing

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, with expertise in defining and refining mechanics, difficulty curves, rewards, and pacing structures, and creating clear design documentation for implementation and iteration