



# Dave Sullivan

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## SUMMARY

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Technical Game Designer with 5 years of experience bridging design and engineering to build scalable, high-performance gameplay systems and content. Skilled in Unreal Engine 5, Blueprint scripting, and multiplayer systems, with a background in IT that strengthens debugging, optimization, and workflow design. Passionate about designing efficient tools and gameplay that help teams and deliver polished, responsive gameplay experiences.

## WORK EXPERIENCE

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### 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, 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 Online Digital Art & Animation School | 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.

### Systems Engineer - Jaytom Systems Incorporated (JSI) | Nov. 2009 – March 2022

- Part of a team that is responsible for all testing and design of all hardware, system (both physical and virtual) and networking for customer systems
- SAN network design, documentation, implementation, and support
- Design, documentation and implementation of system monitoring solution for customer systems
- Creation of system build and system update procedures (both physical and virtual systems)
- Creation of network designs and procedures for building customer systems
- 3<sup>rd</sup> level support for customer fielded systems
- Manage an engineering lab of multiple systems and devices for testing, design and troubleshooting purposes
- Interface with various vendors for new business opportunities and product support

### Network Administrator - Canadian Dental Hygienists Association | April 2009 – Nov. 2009

- Support of 25 local and remote users with various technical issues including Windows, printing, mobile devices, email, network issues, Blackberry, VPN, telecommunications, audio/visual and software/hardware support
- Windows 2008 Network administration
- Research and implement solutions on time and within budget
- Blackberry Enterprise Server administration
- Upgrade environment from a single Windows 2003 SMB server to multiple servers in a Windows 2008 environment, including network switch upgrades and configuration, RAID 5 storage, email, DMZ, web servers, FTP servers, Adobe

Connect Pro, wireless, security/firewall devices, router/gateway setup, internet connection from DSL to fiber optic, and desktop machines

- Managed various vendor relationships for support and purchase of equipment
- Created policies regarding IT use, disaster recovery and security within the Association
- Email and telephone support for Association members on issues regarding the website and online courses
- Managed yearly IT budget
- On call after normal business hours

#### **Network Systems Engineer - Ciena Corp | March 2008 – April 2009**

- Support of over 250 local and remote users with various technical issues including Unix/Linux, Windows, printing, email, network issues, Blackberry, VPN, telephony, audio/visual and software/hardware support
- Researched and implemented solutions to various different issues within budget and a given time frame
- Windows 2003 & Junior Unix/Linux Network administration
- Design, documentation and implementation of system monitoring solution
- Backup monitoring, tape rotation and offsite storage
- Team rotation for 24-hour on call
- Maintained vendor relationships to purchase hardware, software and after sale support
- VoIP and analog Telephony administration

#### **Network Administrator - The Agency for Co-operative Housing | February 2006 – October 2007**

- Initial research and design and implementation of company start up equipment including all network and desktop equipment, multifunction copier, on site security, VoIP, and A/V requirements for all 4 sites across Canada
- Design, implementation and administration of Mitel VoIP solution and all telecommunication services
- Support over 20 users locally and 25 users in 3 other cities across Canada with various technical issues including printing, email, network issues, audio/visual, Blackberry, PDA and software/hardware support
- Designed and implemented new Windows 2003 and Exchange 2003 LAN and WLANs
- Designed and implemented WAN over 4 cities across Canada
- Member of disaster recovery committee to design Agency wide disaster recovery plan
- Network administration
- Troubleshoot, maintain and repair network, desktop and printer issues
- Responsible for all hardware procurement, maintenance and distribution according to association procurement rules
- Manage yearly operational budget
- A/V implementation and support for various meetings and functions
- On call after normal office hours
- Research and manage implementation of MS Sharepoint 2007

#### **Manager – Information Services - Canadian Co-operative Association | August 2001 – February 2006**

- Migrated network from Windows NT 4.0 / Windows 98 to Windows 2003 / Windows XP environment including MS Exchange 5.5 to Exchange 2003, Web Server, system backups and firewall configuration
- Supported over 50 users, local and remote, at all levels within 4 different organizations that sub-leased space from CCA with various technical issues including, printing, email, network issues, audio/visual, Blackberry, and software/hardware support
- Created policies regarding IT use as well as disaster recovery procedures
- Managed vendor relations
- Managed yearly IT budget
- Responsible for all IT issues on yearly Annual General Meetings
- On call after normal business hours

## **SKILLS**

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### **Game Design**

- Balancing and Tuning
- Gameplay Prototyping
- Combat & Encounter Design
- Quest Design
- Level Design
- System Design
- 3C's Design
- Player Progression
- Mechanics

- Difficulty Curves
- Rewards
- Pacing Structures
- User Interface

### Engine and Tools

- Unreal Engine, Blueprints, C++
- Unity (C#)
- State Machines
- Entity Component System Architecture (ECS)
- Unreal Gameplay Ability System (GAS)

### Collaboration

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

### Technical

- Network Replication
- Visual & Technical Scripting
- Debugging and Optimization
- Performance Improvement
- REST API's

### IT & Infrastructure

- PowerShell scripting
- Enterprise server & storage design, configuration and implementation
- Virtual Infrastructure Implementation and Design
- Network Design and Implementation
- Power
- Network security
- Windows (Server and Desktop), Linux and MacOS Operating Systems
- Technical and non-technical procedure and documentation writing

### Education

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- **Game Design Diploma**  
CG Spectrum  
October 2020 - October 2021
- **Unity Certified User - Programmer**  
Unity3D  
September 2020
- **VMWare vSphere Installation, Configuration and Management [v5.5]**  
Global Knowledge  
June 2013
- **Dell Equallogic SAN Installation, Configuration and Management**  
Global Knowledge  
August 2010
- **Introduction to Project Management**  
Algonquin College  
July 2007 - September 2007
- **Implementing and Administering Microsoft Exchange**  
CDI College  
November 2003
- **Planning, Implementing, and Maintaining a Windows Server 2003 Active Directory Infrastructure**  
CDI College  
November 2003
- **Computer System Technician - Diploma**  
Algonquin College  
September 1999 - April 2001