

# Daniel House

## Game Designer

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### SKILLS

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#### 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
- 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

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#### Feb. 2023 – Present | 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

#### Sept. 2022 – Dec. 2022 | Principal Product Designer for MPL

*Mobile Premier League* (MPL) App and Platform

- Led a team directly under the Associate Vice President of the US Product Branch
- UI/UX Design for the app's FTUE, core systems, and game titles such as BINGO and 8 Ball Blast
- Competitive ranked feature design and rewards/economy system for player account progression, and experience

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

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

- LiveOps Feature Design
  - Responsible for creating and pitching KPI goals 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

Army Game Studio – Production Studio within SAIC

- 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 a plan to create the Pillars of Design for each Hero, establishing formal roles for each character
  - Defined strengths and weaknesses, look and feel, and primary way of play
- Rapid prototyping, playtest conducting and iteration

### EDUCATION

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

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