Daniel House

Game Designer

PROFESSIONAL SUMMARY

Game Designer with 6+ years of experience designing and implementing gameplay systems across action-adventure, multiplayer, and mobile games. Specializing in systems and combat design, including character controls, camera, abilities, enemy AI, encounters, and progression design. Hands-on experience with Unreal Engine 5, Blueprint scripting, and the Gameplay Ability System (GAS). Experienced in rapid prototyping, iterative playtesting, and cross-discipline collaboration to deliver responsive, engaging gameplay.

SKILLS

Combat & Systems Design: Third-person shooter and action combat, character controller and camera, traversal, abilities and progression systems (single and multiplayer), boss and enemy encounters, rapid prototyping and iteration, combat specs and pitching

AI Design: UE Behavior Trees, enemy, boss, companion and co-op AI, pathfinding, encounter pacing, attack animations, hitboxes

Engine & Scripting: Unreal Engine 4/5, Blueprints, Gameplay Ability System (GAS), Animation State Machine, ALS, client/server and networked combat, C++

Tools: Perforce, Git, Jira, Confluence, ClickUp, Miro, Figma, Maya, Photoshop, Visual Studio

Mobile & LiveOps: LiveOps, F2P monetization (IAA/IAP), DAU/ARPDAU/retention, A/B testing

EXPERIENCE

May 2025 – Present | Game Developer (Contract) for Brazen Animation then Outside the Parallelepiped

Green Ember: Helmer in the Dragon Tomb | Action-Adventure Game | Publisher: Longtreader Games

- Designed combat encounters, AI behaviors, and character progression systems from early development through publisher delivery
- Continued development after the studio transition, when the original team re-formed as Outside the Parallelepiped to complete the publisher contract
- Integrated narrative cutscenes and cinematic combat moments, ensuring story and gameplay were connected
- Implemented AI systems, UI, audio, and Nintendo Switch/mobile port development, working across engineering, design, and art teams
- Developed and documented combat system pitches to align gameplay with creative leadership's vision
- Supported the Early Access launch

Nov. 2025 – Present | Contingent Worker (Contract) for Meta via TEKsystems

- Prompt Evaluation, sentiment analysis, error reporting, harmful content reporting, adhering to strict guidelines for qualitative and quantitative labels in line with project goals
- Qualitative Report Team: Weekly qualitative report of "bad prompts"

Jan. 2024 – Jan. 2025 | Combat Designer (Contract) for Apocalypse Studios

Deadhause Sonata | Multiplayer Action Role-Playing Game

- Designed 3rd person play and implemented the core combat loop in UE5, including character, camera, controller, abilities, damage types, hit reactions, and traversal play using the Gameplay Ability System (GAS)
- Created and tuned enemy behaviors, combat encounters, and boss fight prototypes with UE5 Behavior Trees and Blueprint scripting
- Established combat design pillars, created spreadsheets, pitched then implemented Active and Passive abilities
- Collaborated with animation, audio, and VFX teams to deliver responsive, cinematic combat experiences that aligned with creative direction
- Iterated combat systems through playtesting and feedback loops to achieve balance and optimal "game feel"
- Coordinated cross-discipline schedules and feature pipelines, ensuring alignment with design vision while minimizing technical debt
- Contributed to the development of Deadhause Sonata that is now shipped on Steam in Early Access, leading development of the game's core combat systems during production

Feb. 2023 – Present | Designer and Developer for an Independent Project (Unpaid)

Aetherseed | Multiplayer Co-op Action-Adventure game

- Designed and developed melee combat systems, including targeting, attack combos, and cinematic finishers for mob and boss fight encounters
- Scripted enemy AI and companion behaviors to create dynamic combat challenges and cooperative play
- Built and tested a networked combat architecture for multiplayer co-op, ensuring consistency across client/server gameplay
- Conducted iterative playtests and tuning passes to refine timing, responsiveness, and progression pacing

Sept. 2022 – Dec. 2022 | Principal Product Designer for Mobile Premier League

Mobile Premier League (MPL) App and Platform

- Led a team of 16 people directly under the Associate Vice President of the US Product Branch
- Facilitated interactions for cross-discipline team between Art, Design, Engineering, and Project Management and ran daily stand-ups to improve team communication and efficiency
- Owned UI/UX and FTUE flows for mobile titles, optimizing onboarding and retention metrics for app and platform as well as game titles such as BINGO and 8 Ball Blast
- Designed competitive ranked systems with progression, rewards, and monetization hooks
- US Branch eliminated when company restructured

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

Lead Designer for Wordscapes Search & Designer for Blockscapes

- Designed, created wireframes, and launched LiveOps features (seasonal events, vanity rewards) that improved player retention and monetization (IAA + IAP)
- Built and pitched KPI-driven feature proposals, including economy balancing and event reward systems tied to DAU/ARPDAU
- Collaborated with analytics team to design and interpret A/B tests on puzzle difficulty, event cadence, and monetization strategies
- Responsible for creating and monitoring outsourcing roadmap and calendar content development to meet KPI and production pipeline goals
- Accepted position with Mobile Premier League

Apr. 2019 – Aug. 2020 | Systems Game Designer for Army Game Studio

Unannounced UE4 Project: Third Person Hero Shooter at (SAIC - Science Applications International Corporation)

- Designed, presented, and scripted hero abilities, skills, gadgets, and traversal systems using UE4 GAS for tactical multiplayer combat
- Responsible for designing and scripting flying AI using Unreal's behavior tree system
- Character, Camera, and Controller design and development for multiple heroes
- Applied a rapid prototyping–playtesting–iteration cycle to fine-tune combat pacing, timing, and player feedback loops
- Shortly after reaching full production, Federal Budget cuts eliminated project funding

EDUCATION

Aug. 2015 – May 2018 | Master of Science in Visualization from Texas A&M University

- Game Design, Graphics Design, Animation, and Programming
- Thesis Titled:
  - A Proposed Model for a Character Progression Taxonomy in Massively Multiplayer Online Role-Playing Games

Aug. 2011 – May 2015 | Bachelor of Science in Visualization from Texas A&M University

- Game Design, Graphics Design, Animation, and Programming