STORMR A. MORGAN
TECHNICAL DESIGNER

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SKILLS

Technical/Game Design
- Rapid integration into new tools/engines to a comfortable level.
- Designing/implementing core gameplay mechanics and systems.
- Prototyping and iterating on systems in custom/commercial editors.

Collaboration/Documentation
- Breaking down technical concepts to other departments such as QA.
- Logging work in a detailed manner with specific data records.
- Investigating through 20+ years of documentation/bug tracking.

PROFESSIONAL EXPERIENCE

Jun. 2022 – Present
Associate Technical Designer
World of Warcraft Classic Team – *"Burning Crusade Classic," "Wrath of the Lich King Classic," "Classic Hardcore," Unannounced Project*
- Developed and implemented various designs on a live-service project.
- Rapidly iterated designs based on community feedback.
- Triaged bugs on many different projects at once.
- Collaborated design and tools needs with engineers on new features.
- Coordinated with external departments to ensure timely delivery of designs with an eye for polish.

ACADEMIC PROJECTS

Jan. 2021 – Apr. 2021
Systems Designer, Gameplay Engineer
Unity Engine
"Daisy Way"   *Solo Project*
- Created designer-friendly dialogue trees with light branching options.
- Rapidly prototyped enemy AI using behavior tree infrastructure.

Oct. 2020 – Dec. 2020 & Aug. 2021 – Dec. 2021
Systems Designer, Gameplay Engineer
Unity Engine
"Happy Hennery"   *Solo Project*
- Designed/implemented complex day/night event system to enhance farming simulation gameplay.
- Balanced farming systems before and after major cuts to project.

Sept. 2020 – Apr. 2021
Systems Designer, Game Producer
Unreal Engine 4
"Chamomile Grove"   *Team of 18, Team of 17*
- Designed crafting and quest systems to improve play experience.
- Prototyped dynamic camera effects in Unity to ease tech workload.

OTHER KEY SKILLS

Programming Languages
- C#
- Lua
- C++
- SQL

Engines
- Unity
- Unreal

Other
- Agile
- Jira
- Confluence
- Microsoft Office
- Adobe Photoshop
- Adobe Illustrator
- Maya
- ZBrush

EDUCATION

April 2022

Bachelor of Arts in Game Design

DigiPen Institute of Technology

Redmond, WA USA

July 2017

Bachelor of Arts in Fashion: Design and Construction

University of Wales Trinity St. David

Carmarthen, Wales UK