

STORMR A. MORGAN

SYSTEMS & TECHNICAL DESIGNER

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SKILLS

Game Design

- Designing/implementing core gameplay mechanics and systems.
- Rapid prototyping/balancing systems in Unity as well as spreadsheets.

Technical/Programming

- Rapid integration into new tools/engines to a comfortable level.

ACADEMIC PROJECTS

Jan. 2022 – Present

Systems Designer, Gameplay Engineer

Unity Engine

“Bounty”

Team of 2

- Implemented core shooter systems with a focus on game feel.
- Rapidly prototyped enemy AI using behavior tree infrastructure.

Oct. 2020 – Dec. 2020 & Aug. 2021 – Dec. 2021

Systems Designer, Gameplay Engineer

Unity Engine

“Happy Hennerly”

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. 2021 – Dec. 2021

Systems Designer, Gameplay Engineer

Unreal Engine 4

“Nebula Spike”

Team of 5

- Designed/implemented core pickup systems through blueprinting to interface seamlessly with AI.

Sept. 2020 – Apr. 2021

Systems Designer

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.

PROFESSIONAL EXPERIENCE

Feb. 2020 – Aug. 2021

Contracted Alpha Playtester

SlugFest Games

Sept. 2019 – Dec. 2021

Teaching Assistant for Computer Science 116 (C#)

DigiPen Institute of Technology

Sept. 2020 – Dec. 2020

Teaching Assistant for Design 220 (Systems Design I)

DigiPen Institute of Technology

OTHER KEY SKILLS

- 2 years producing for multidisciplinary academic team projects
- 3.5+ years C# classwork experience
- 3+ years Unity classwork experience
- 1.5 years Unreal classwork experience
- Adobe Photoshop
- Microsoft Excel/Google Sheets
- Task Management
- Bug Tracking
- C++ (familiar)

EDUCATION

Expected 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