

TRAVIS PYN N

Game Designer

PROFILE

Passionate and dedicated with a focus on combat design and narrative

Team-oriented individual who easily adapts to new environments

Optimistic when faced with difficult tasks; reliable when following through

Professional and technical skills honed over years of experience

Fast learner who is always happy to try new methods and ideas

PROFESSIONAL SKILLS

- Efficient Prototyping
- Design Visualization
- Effective Documentation
- Agile Development & Workflow
- Workload Prioritization
- Leadership & Management

TECHNICAL SKILLS

- Unreal Engine 4 & 5
- Unity
- GitHub
- Hack 'n Plan
- Google & Office Suite
- Adobe Creative Suite
- Blueprint and C# fundamentals
- A/V editing

[Email](#)[Website](#)[LinkedIn](#)

EXPERIENCE

Game Designer | Game Pill | 2020 - 2024

- Was responsible for designing gameplay features & systems, playtesting, balancing, and documenting all design work
- Regularly collaborated and communicated with both team members and third parties on the completion of tasks and game features
- Worked closely with programmers and artists to implement designs accurately and efficiently
- Managed time, resources, and tasks to help ensure deliverables and milestones were reached

Summer Camp Leader | SAIT | 2017-2019

- Worked as an ICT leader for three summers, teaching game design principles and programming to youth
- Developed the curriculum for the Mobile App camp taught in summer 2019
- Ensured the comfort and safety of campers under my care

Customer Service Clerk | Sobeys | 2012-2016

- Handled customer service, cash management, lotto sales, and some supervisor duties

PROJECTS

HANGRY | Game Pill | 2020 - 2024

- Credited as lead game designer for the upcoming Action RPG
- Worked directly with artists, programmers, and third party industry professionals to bring the GDD to life
- Designed, implemented and iterated on multiple combat, UI, and progression elements within Unreal Engine 5

Smash Ball | Game Pill | 2020 - 2022

- Designed multiple complex features which have been fully or partially implemented
- Collaborated with internal team members and third party persons to help make the game successful
- Duties included game design & writing, narrative design, UI/UX support, design iteration & statistical balance

A Place Called Home | Global Game Jam | 2019

- Developed in Unity over two days with a team of four
- Responsible for ideation, level design, and sound design
- Successfully iterated through the development pipeline from concept to publication

EDUCATION

Honours Bachelor of Game Design
Sheridan College

2017-2021

New Media Production & Design
Southern Alberta Institute of Technology

2014-2016