David Carey
Game Designer

Generalist and communicative game designer with a critical eye. Over 3+ years of experience working creatively and up close in deadline driven environments. Is eager to work with a team collaboratively and personally, with lots of ambition towards making great games.

Experience

2019 - 2020 **Game Designer**
Fowl Machinations, Burlington, VT

- Designed combat kits for several characters
- Worked collaboratively with programmers on core mechanics
- Lead balancing and QA result implementation
- Created essential documentation

2019 **Lead Systems Designer**
Breakfast Club, Burlington, VT

- Took charge of game systems due to lack of programmers
- Created several integral systems to core gameplay
- Worked closely with level and puzzle designers
- Assisted product owner with leadership of the project

2018 - 2019 **Lead Gameplay Designer**
Glass Cannon Games. Burlington VT

- Lead group of designers and gave direction
- Worked heavily on core systems (movement, combat)
- Strongly developed communication skills
- Worked closely with narrative and audio designers

2017 - 2020 **Math Tutor (Statistics)**
SMART Space at Champlain College, Burlington, VT

- Developed teaching and communication skills
- Strengthened logic and problem solving skills

2016? **Game Design Intern**
MetroVR Studios, Cambridge, MA

- Worked with several VR headsets
- Helped design narratives for working titles

Education

2020 **Bachelor of Science, Game Design**

Champlain College, Burlington, VT

Personal Info

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Skills

Game Balancing
● ● ● ● ●

Systems Design
● ● ● ● ●

Level Design
● ● ● ● ◐

Combat Systems
● ● ● ● ○

Verbal Communication
● ● ● ● ◐

Software

Unity
● ● ● ● ●

Unreal Engine
● ● ● ● ◐

Adobe Illustrator
● ● ● ● ◐

Adobe Premiere
● ● ● ● ◐

Autodesk Maya
● ● ● ◐ ○