SCOTT BALMER
GAME DESIGNER

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SUMMARY

Versatile - Expert in gameplay, level, narrative, and product design. Versed in implementation, coding, art asset creation, story writing, and product direction management.

Innovator - Skilled with rapid prototyping and finding fun fast. Can combine knowledge, experience, and data to creatively solve problems.

Vision Holder – Developer of design direction; will establish and maintain product goals. Effective at communication with colleagues and stakeholders from initial concept through to Live-Ops.

Experienced - 17-year industry veteran. Experience with AAA, AA, and mobile projects in Action/Adventure, Sports, RPG, AR, Hyper-Casual, Async PVP, Idle, Sim, and Puzzle genres.

EXPERIENCE

Sr. Game Designer
Rogue Harbour Game Studio
Jan 2023 – Apr 2024

Design Lead on unannounced mobile project — *Jan 2023 – Apr 2024*

- Researched market positioning, competitor products, and core audience needs.
- Established design direction, pillars, core loop, and feature set.
- Wrote full project Game Design Document with a lens for design intent and tech implementation.
- Solicited design feedback from stakeholders and future project members.

Economy Design on *Disaster Town Tycoon* (mobile) — *Sept 2023 – Mar 2024*

- Used design, tuning, and balance expertise to assist Disaster Town Tycoon project.
- Evaluated game economy and core loop, detailed out deficiencies, and designed a series of improvement proposals.
- Updated core game and event data to improve retention, playability, and monetization.

Sr. Game Designer
Epic Story Interactive
Sept 2021 – Nov 2022

Design Lead on *Katmandu EtherMerge (mobile)* — *May 2022 – Nov 2022*

- Established design and creative direction based on production needs, competitive analysis, and client specifications under a tight schedule and budget.
- Created content, communicated feature needs with team, and drove quality for the product.
- Directed and wrote the game narrative and dialogue based off brand direction and character voice. Liaised with client to ensure quality and consistency.
- Pitched design innovations to client that secured additional project funding.

Live-Ops Design Lead on *Beyblade Burst Rivals (mobile)* — *Sept 2021 – May 2022*

- Planned and developed game content from 3.6.0 to 3.11.0.
- Managed localization, brand content, and quality with license holders.
- Worked with Data Analyst and Engineers to boost KPIs via growth hacking experiments.
- Developed 2022 Live-Ops Roadmap for game improvement and content updates.

Sr. Game Designer
Truly Social Games Vancouver
Sept 2018 – Sept 2021

Design Lead for *Roll For Adventure: Idle RPG* (mobile) — *Sept 2020 – Sept 2021*

- Product, vision, and design owner for a new IP fantasy game from concept to launch.
- Worked with stakeholders to establish and manage project plans, features, and asset lists.
- Designed, built, & balanced features, including battle, progression, & world layout for 25 levels of content.

Senior Game Designer on *Archer: Danger Phone* (mobile) — *June 2020 – Sept 2020*

- Analyzed and tuned economy balance to improve player experience, including shootouts.
- Created and iterated on IP brand quality visuals and narrative content.

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EXPERIENCE CONT

Sr. Game Designer
Truly Social Games
Vancouver
Sept 2018 – Sept 2021

Senior Game Designer on *Gold Mania* (mobile)
Jan 2019 – June 2020

- Designed, prototyped, implemented, and balanced a catalogue of arcade-style mini games.
- Designed, proposed, & prototyped features to improve meta loop and improve KPIs.

Senior Game Designer on various pitches and prototypes
Jan 2019 – June 2020

- Prototyped and designed 8 new projects across AR, social, idle, & hyper casual game genres.

Game Designer on *Draw A Stickman: AR (iOS)*
Sept 2018 – Jan 2019

- Updated and implemented tutorials, maps, UI, enemies, Pencil Powers, & interactive objects across 5 AR world experiences.

Game Designer
Capcom Game
Studio Vancouver
Sept 2014 – Feb 2018

Level Designer on unreleased Unreal Engine 4 project
Sept 2016 – Feb 2018

- Researched, prototyped, grey-blocked, and scripted mission content in UE4 for 8 different levels, in open world, hub and spoke sandbox, and linear styles.
- Prototyped, and iterated on over 40 different mechanics utilizing Blueprint, including puzzles, custom mission content, narrative events, world interactions, and enemy archetypes.
- Worked closely with the Environment, Narrative, and Gameplay teams to create a cohesive player experience through level design.

Mission Designer on *Dead Rising 4*
Sept 2014 – Sept 2016

- Worked across multiple different chapters of the game. Mission Owner for final chapter. Built 15 different mission experiences in an open world setting utilizing a proprietary engine.
- Worked with engineers to develop and iterate on dynamic encounter and layering systems to propagate side content and maintain world changes.
- Trained & mentored 2 Junior Designers, in addition to teaching proprietary engine scripting & tool knowledge to other coworkers.

Development Support
Capcom Game
Studio Vancouver
Sept 2012 – June 2014

Development Support on Dead Rising 3, DR3 DLC, & unreleased project

- Provided benchmark, analytical, and qualitative reports and reviews on features, combat, encounters, and boss battles.
- Created QA Training and test plans for multiple gameplay features. Mentored QA testers.

Senior QA Tester
Electronic Arts
Canada/VMC
July 2007 – May 2012

Lead Nintendo Compliance Specialist for World Wide QA at EA Canada

- Organized and managed Nintendo and Xbox compliance testing on 30+ titles, including FIFA, and Madden NFL franchises. Led a global effort to standardize Nintendo compliance testing.

Compliance and Functionality Tester

- Tested compliance and functionality for 9 titles at EA Canada and EA Blackbox, including Madden, FIFA, NBA Live, Skate, and Medal of Honor franchises.

EDUCATION

AI - Art Institute of Vancouver
Oct 2005 – June 2007

- Diploma for Game Art & Design and Foundation for Design

SOFTWARE PROFICIENCIES

- Unreal Engine 4/5 + Blueprint
- Unity
- C#
- Adobe Photoshop

- Maya and Blender
- Miro
- JIRA
- Microsoft Office/Google Doc Suite