

RYAN BURRELL

 Creative Leader & Game Designer (417) 343 - 4280 / r.c.burrell@gmail.com / ryanburrell.com

I'm focused on creating rewarding player experiences while expertly guiding teams and projects to success. I've cultivated a diverse skillset, a tenacious drive for improvement, and a desire for collaboration.

EXPERIENCE

BIT REACTOR – 2023 - Present

▾ Principal Designer // Unannounced Star Wars Strategy Title

- Worked closely with directors and discipline leads to communicate goals and requirements to various feature teams.
- Created and improved documentation across a variety of features while facilitating comprehension of dependencies.
- Acted as the primary feature owner for progression and strategy systems and advised on turn-based tactical gameplay.

SYSTEM ERA SOFTWARES – 2019 - 2023

▾ Lead Designer // Unannounced Title

- Led design team in early conceiving and prototyping focused on a cooperative multiplayer experience.
- Collaborated with creative director and design director to translate vision into gameplay experiments.
- Helmed cross-discipline feature teams to stand up load bearing gameplay areas and core loops.

▾ Creative Director // Astroneer

- Successfully led a multidisciplinary, distributed team across to deliver 12 live service updates on multiple platforms.
- Developed and maintained a product roadmap and determined features and priorities for planned updates.
- Oversaw critical releases, such as its launch on the Nintendo Switch, that grew the *Astroneer* player base.
- Worked closely with narrative director on content which built and strengthened the *Astroneer* IP.
- Managed team member tasks and workload, and reviewed the overall progress of feature development.
- Created or refined pipelines for content creation and continuously advocated for quality.
- Communicated notable player data to the team and used it to guide explorations and development areas.

▾ Senior Designer // Astroneer

- Designed and retrofitted a new mission system and supporting content based on player session data.
- Created a large number of design proposals and in-engine proofs of concept for various systems or items.
- Responsible for organizing all documentation and standardizing formats used by designers studio-wide.
- Owned development efforts for limited time events and the continued improvement of LTE gameplay.

HAREBRAINED SCHEMES – 2016 - 2019

▼ Lead Designer // BATTLETECH: Heavy Metal

- Led a team from concept to launch while managing scope for major DLC release and associated free update content.
- Innovated new game content and supporting features, and updated gameplay balance and UX improvements.
- Worked closely with other leads and producers to plan sprints, triage bugs, and manage priorities.
- Created thorough and consumable documentation on arcane content creation processes.
- Established weekly feature group syncs to improve communication and remove ambiguity.
- Hosted livestreams and authored informational forum posts as positive interactions with fans and players.

▼ Senior Designer & UI/UX Designer // BATTLETECH, BATTLETECH: Urban Warfare, Lamplighter's League

- Developed complex systems such as core combat mechanics, skill trees, economy formulas, and progression.
- Created content including combat encounters, procedural levels, and a multitude of items and units.
- Shepherded a small, iterative, multidisciplinary team to prototype and refine gameplay features.
- Owned and managed key data sheets for game features, balancing, economies, and content planning.
- Spearheaded UI/UX design efforts for a variety of complex interfaces, including the BATTLETECH Mech Lab.
- Translated player feedback and survey data into tangible gameplay and interface improvements.
- Organized team-building meetups for fostering better communication and professional development.

CARBON GAMES – 2015 - 2016 : Systems Design & UI/UX Design Consultant // AirMech

BLACK LANTERN STUDIOS, INC. – 2013 - 2015 : Creative Director & Lead Designer // Various Titles (3DS, Mobile)

INDIE MEGABOOTH, CORP. – 2012 - 2017 : Event Organizer & Curator // PAX, GDC, Gamescom, EGX

PIXELSCOPIC, LLC – 2011 - 2013 : Technical Designer & UI Artist // Various Titles (Nintendo DS & 3DS, Mobile, PC)

SKILLS & PROFICIENCIES

LEADERSHIP & MANAGEMENT

- Game Direction
- Creative Direction
- Team Leadership
- Project Management
- Roadmap Development
- Planning & Scheduling
- Capacity & Task Estimation
- Management of Distributed Teams
- Hiring & Interview Processes

PROCESSES & METHODS

- Prototyping (Digital, Paper)
- Visual Design (Diagramming, UI)
- Creative Process & Iteration
- Superb Documentation
- Sprint Planning & Bug Triage

GAME DESIGN & SUPPORTING SKILLS

- Systems Design
 - Core Mechanics & Loops
 - Progression & Rewards
 - Balancing & Economies
- Content Design
 - Missions & Limited Events
 - AI & Encounters
- Narrative Design
 - Questlines & Creative Writing
- UX Design
- Multiplayer
- Programming & Scripting
 - Blueprint (Visual Scripting)
 - Python, Lua, XML & JSON
 - C#, C++
- 2D Art, Animation, Graphic Design

TOOLS & ENVIRONMENTS

- Unreal, Unity, Custom Engines
- Adobe Creative Suite
- JIRA, Confluence, Miro
- Microsoft / Google Office Suite
- Visual Studio
- Source Control (Perforce, Git)
- PC, Console, Mobile Development

NOTABLES

- Exceptional Organization
- Quick Study & Holistic Thinker
- Excellent Communicator
- Solution-Oriented
- Effective Under Pressure
- Proactive & Self-Starter