

HEATHER N GUNN

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Veteran game design leader with a broad skill set and knack for distilling fun on any platform

SKILLS

Game design vision, communication, and prototyping; economies, spreadsheets, mentoring, balance, wordsmithing, game flow, tool design, scripting, data analysis, storytelling, 3D modeling, creative direction, animation, drawing, and painting

KEY CREDITS

City of Heroes: Architect Edition and *Going Rogue*, *Power Rangers: Legacy Wars*,
Dragon Age Legends, *Heroes of Dragon Age*, *Dungeon Keeper*

EXPERIENCE – Video Games

nWay – Senior Game Designer, 2017-Present

- Live ops on *Power Rangers: Legacy Wars*. **Leading and refining engaging features**, mentoring designers, providing actionable feedback, and **building automation and tools** for creative and production disciplines
- **Coordinating with all disciplines** on new live events and real world prizes for ComicCon, PAX, Mobile Masters and to celebrate events such as the integration of Street Fighter characters and the Power Rangers 25th anniversary
- Feature design, enemy AI scripting, and writing story flow and creative copy for unannounced console title

Storm8 – Principal Designer, 2014-2017

- Live ops on aging titles: *Restaurant Story*, *Bakery Story*, and *Fashion Story*. **Tripled revenue across all three titles in four months** with streamlined content while building automation that **reduced design overhead by 80%**
- Led design on *Dragon Story 2: The Lost Island* (in soft launch, **featured in 90% of released countries**)
- Economy design, progression simulation, and tuning on ***Diamond Quest!* (top 40 on iOS)**, *DS2*, and other titles
- Designed systems, maps, enemies, characters, and more for *DQ*, *DS2*, and multiple unannounced titles
- **Mentored over a dozen designers** on several titles including *DQ*, *DS2*, *Dragon Story 1*, *Restaurant Story*, *Fashion Story*, *Bakery Story*, *Bakery Story 2*, *Farm Story 2*, and unannounced titles across the studio

BioWare / Electronic Arts – Lead Designer, 2011-2014

- Designed content and game features for *Dragon Age Legends* while leading a team of 3 designers
- Led design and prototyping efforts at the new studio for *Dungeon Keeper*, *Heroes of Dragon Age* and unannounced titles – the ***Dungeon Keeper* prototype tested higher than any previous internal EA prototype**
- Consulted on various titles (such as *Mass Effect 3 Datapad* for iOS and *Supreme Heroes* for iOS/Android)
- Spearheaded design for ***Dungeon Keeper*, *Heroes of Dragon Age* (top 40 grossing on both Android and iOS)** with a team of 5 designers, and other unannounced titles on iOS and Android

NCSoft / Paragon Studios – Designer, 2008-2010

- Created and placed world spawns, built mission maps, designed new zones, wrote AI behaviors in *City of Heroes*
- Built the new Praetorian Zone Events, **scaling large scale multistage events with meaningful player choices**
- Designed and implemented the **first time user experience** for *Going Rogue*, the new standard tutorial for *CoH*
- Conceptualized **The Bucket**, the secret reward system for tracking player contribution in *City of Heroes* raid events

Santa Cruz Games – Lead Designer, 2008

- Wrote the GDD for *Igor: The Game* for the Wii/PC and **led a small team to ship on a tight schedule** (5 months)
- Designed and implemented level designs, character combat, player controls, pickups, and boss encounters
- Prototyped new game ideas and wrote design documents for other titles to pitch to publishers

Sega / Secret Level – Design Specialist for Tech Art, 2007

- Defined and developed the role of this newly created position with the Director of Tech Art
- Specified and designed GLEE, the in-Maya scripting language used on *Golden Axe: Beast Rider* and *Iron Man*
- Updated design wiki documentation and held regular training sessions on new designer tool features

Sega / Secret Level – Level Designer, 2007

- Created level designs in Microsoft Word, on paper, and in Maya for *Golden Axe: Beast Rider*
- Drafted early design for player abilities, general game mechanics for beast combat, and the magic system
- **Mentored and trained entry-level designers** on the tool chain and game design fundamentals

(continued on reverse)

The 3DO Company – Level Designer II, 2000-2003

- Completed and released: *Portal Runner* and *Sarge's War*, won Star Performer award for work on *Portal Runner*
- Brainstormed, conceptualized, and composed level and system design docs for *Four Horsemen of the Apocalypse*
- Specced and greyboxed levels in 3DS Max; **supervised and trained level designers** working on those levels

EXPERIENCE – Tabletop Games

Stone Tablet Games – Creative Director / Founder, 2005-Present

- Designed the 300-page tabletop roleplaying game *Aspect* (an **epic classless fantasy RPG**) and 2 demo adventures
- Distilled *Aspect Prime*, a grand unified theory that simplifies *Aspect's* virtues and mechanics to less than 50 pages
- Published and sold out of the board game *Dungeon Escape!* at its first convention (and several since)
- Designed the tabletop games *Dungeon Escape!*, *Dark Lords*, *The 10 Condiments*, and *Acceptable Losses*
- Orchestrated the printing of cards, testing, art, box design, and other production details of all games at STG

TOOLS

Expert with: Google Sheets, Photoshop, Game Maker Studio 2, LibreOffice Writer/Calc, Unreal Editor (2004), Vegas Video
Proficient with: Python, Pygame, MS Word, MS Excel, UnrealScript, Unity, Jira, DevTrack, Test Track Pro, ActionScript, Maya, MELscript, 3ds Max, VikkiScript, Perforce, FileMaker Pro, Visual Sourcesafe, HTML, Wiki Script, Scrum, Twine 2

EDUCATION

The Art Institute of California-San Francisco, CA (AiCASF) 2003-2006

Bachelor of Science: Game Art and Design - 3.9 GPA

AWARDS / HONORS / SCHOLARSHIPS

President's List (4.0 average) three quarters in a row at AiCASF

Dean's List (3.7+ average) every quarter at AiCASF

HOBBIES

- Game Design merit badge counselor for the BSA, guest speaker at the Art Institute and Academy of Art University
- Actively playing hundreds of game titles on over 40 game consoles, mobile devices, and Steam
- Game Mastering tabletop fantasy RPGs using homebrew worlds, classes, and systems for 20+ years
- Making automated character sheets, SQL inserters, and economy simulators in spreadsheets (seriously, it's fun)
- Game designing and programming – currently working on: *Elemental* (a falling sand platformer), *Space Debris*, and a top-down 3D voxel engine in Game Maker Studio 2 as primary designer, artist, and sole programmer
- Running live-action padded weapon combat games with emphasis on skill and teaching swordsmanship

RECOMMENDATIONS (more available here: www.linkedin.com/in/heather-gunn)

*“Heather is an **extremely talented creative** and an incredibly dedicated game designer. She lives and breathes games – pure and simple. She put her all into every project I worked on with her or witnessed her working on. She is an **excellent mentor** and goes way out of her way to assist and instruct junior designers. She truly cares about her work, passion, art, and craft. She's that designer that goes home after a long day of design... just to then design some more for herself at home! She is a **spreadsheet master and systems guru** and I can't think of a time where I needed help that she didn't have the exact answer I needed. I really, really hope I get to work alongside her again.”*

Connor Scott, Senior Game Designer, Storm8

“Heather joined the live phase of Dragon Age Legends to design content, and immediately made the story and game her own. Heather did an excellent job of creating exciting new content, improving the existing content and taking a strong mentorship role with our design interns. She did an outstanding job of becoming a part of the game's community, listening, communicating, reacting quickly to their problems and doing a top notch job of community driven design.”

Ethan Levy, Producer, Bioware Social

*“I have now had the pleasure of working with Heather at two different studios (Secret Level and Paragon Studios) and both experiences have been absolutely positive. Her enthusiasm for the last game we worked on together, City of Heroes, and for games in general, is unmatched. She has always been **devoted to making the user experience as fun as possible**, even to the point of encouraging me and coworkers from other departments to share our thoughts on what could be improved upon in the game. She always took an active interest in my own projects at work and had valuable input readily available.*

*Heather **lives and breathes game design** even after hours, having created many card and board games on her own initiative. If Heather is awake, and breathing, she is 99% likely to be doing something game-related. As her coworker, I always found her consistent passion for design to be refreshing and infectious!”*

Keetsie Braz da Cunha, VFX Artist, Paragon Studios