

Shane Gaffney

Game Designer

Portfolio & Contact Info

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EXPERIENCE

Lost Boys Interactive, WWE 2K23, 24, 25, 26 — *Systems Designer*

June 2022 - Present

Designed Faction Wars, a Roguelite Game Mode from ideation to final implementation. Designed choice systems, powerups, UI, and 100+ levels.
Designed Live Events Rewards and Systems to create a more engaging reward experience that is focused on rewarding players for skill rather than randomness.
Designed Seasonal Content & Economy for the Faction Wars, Live Events, Weekly Towers, World Tour Game modes.
(Non-WWE) Designing pitches & implementing prototypes for prospective clients. Currently designing & implementing a roguelike demo in Unreal 5 using Behavior Trees and Gameplay Ability System.

Paddle Creek Games, Fractured Veil— *Systems Designer*

December 2022 - April 2023

Designed Economy in Google Sheets by creating rewards & POIs to guide the Player Journey, with an eye on survival genre player archetypes (Builder, Fighter, Harvester, etc.). Created "Survive & Thrive" thresholds across all progression zones.

Electronic Arts, Madden Mobile (MM) — *Game Designer I, II*

June 2019- June 2022

Designed Progression Game Modes like Practice Squad & Yard: World Tour aimed at creating reward loops for different player archetypes (Hardcore, Midcore, Casual).

Pitched & Designed Narrative Game Mode: The Yard: Underground. Created 100+ Maps for *Yard* and *Masters Series* game modes.

Designed UX Features, including Roster Management, Resource Reclaim.

Torch Technologies, T.H.A.A.D Skills Trainer — *Technical Designer*

January 2018- June 2019

Scripted in UE4 a modular IK animation logic system aimed at enabling designers to hook up 200+ animations more quickly.

Designed UX Features & Scripted in UE4 a new contextual interaction system.

Personal Steam Release, Wheelbarrow Warrior — *Game Designer*

June 2017- January 2018

Designed and Scripted in Unity the Character, Controls & Camera Design.

Designed and Scripted in Unity the combat, progression system & minigames.

SKILLS - GAME DESIGN

Live Services Feature, System, & Content Design

Economy Design

Wireframing & UX Sensibilities

Tutorial Design

Data-informed Design

Cross-Discipline Communication

SKILLS - TOOLS

UE4 & UE5, Blueprints, Animation Suite, Gameplay Ability System, Unreal Behavior Tree System

Figma, Miro, Adobe XD

Google & Excel Spreadsheets

Unity3D, C#

Perforce Visual Client, Git

Various Proprietary Tools & Modding Kits

Jira, Trello, Slack, Teams, Confluence

EDUCATION

Full Sail University (Game Design)

George Washington University (Economics)