ATHENA DAI

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EXPERIENCE:

GAMEPLAY DESIGNER, EPIC GAMES | DECEMBER 2024 - PRESENT

- Took multiple gameplay levels, weapons, passives, and items from concept to ship in Fortnite Seasons.
- Leveraged multiple UE5 systems like GAS, EQS, Targeting, State Trees/Machines, ABPs, and more to create shippable gameplay mechanics.
- Managed and mentored junior game designers through features from concept to ship.
- Seasonal Credits: FNBR CH6S3, CH6MS2, CH7S1.
- Collaborated with IPs/investors on gameplay initiatives/constraints and media presentations.
- Created core game and architecture systems used by other designers, like dynamic match event spawning, environmental hazard classes, EQS query templates, plugin automation, test level templates, and more.
- Ran biweekly UE5 blueprint/technical training sessions for all designers on all previously mentioned topics.

SENIOR TECHNICAL GAME DESIGNER, ELODIE GAMES | JANUARY 2022 - NOVEMBER 2024

- Designed, owned, and implemented systems including but not limited to:
  - The game wide interaction system.
  - In game hazards, interactables, and POIs.
  - Consumables (including wheel and inventory)
  - High Stake/Tier map (level, systems, content).
  - Entity spawning pipelines.
  - In match regional and global event system.
  - Vision and perception (vision cone, radii, and occlusion zones).
  - Audio visual indicators/AVIs.
  - Entity state machine aggro behavior.
  - Player character ability kits.
- Broke down game pillars/initiatives into actionable milestones, workflows, and tasks for teams and ICs
- Owned tooling of in game systems (ex: hazards, level generation, interactions) for other developers.
- Managed a multidisciplinary team to explore and flesh out a “High Stakes” game mode.
- Synthesized investor, stakeholder, and leadership feedback into game initiatives and features.
- Communicated game vision with the public through press interviews, filmed dev logs, gameplay streams, and public community forums.
- Utilized Unreal 4/5, Figma, Confluence, and Photoshop to build designs from spec to production ready systems.

GAME DESIGN INTERN, PLAYSTATION | JUNE 2021 - SEPTEMBER 2021

- Designed itemization, character slot, and player passives based on yearly-ship initiatives/constraints.
- Owned new player onboarding design initiatives.
- Used Figma, Miro, JIRA, Confluence, and Adobe Photoshop to communicate design intentions.
- Communicated with engineers, UI/UX artists, and more to iterate on design goals.
- Led brainstorms and design kickoff meetings to determine scope and direction of designs.
- Created and maintained game design documents.

GAME DEVELOPMENT LEAD, ACM GAME STUDIO | DECEMBER 2019 - DECEMBER 2021

- Directed/mentored teams of seven to nine people of varying coding and artistic experience to create games in Unity in six month pipelines.
- Designed, prototyped, and implemented movement, combat, mechanics, ai, and health systems in C#.
- Designed/Created levels using Adobe Suite and in-engine tilemaps.
- Created concept art, animations, textures, UI, environment, and sound.
- Maintained/Updated version branches and patches for team members using Github and UnityCloud.
- Designer, project lead, and/or sole developer of multiple award winning indie projects/game jams, found here: https://atheniann.itch.io/

TEST ANALYST INTERN, BLIZZARD ENTERTAINMENT | JULY 2020 - AUGUST 2020

- Created and executed test plans for new content patches and system patches in Hearthstone.
- Confirmation tested and critiqued new Hearthstone systems and game modes.
- Organized Hearthstone 18.0 patch presentation.
- Updated, logged, and fixed Hearthstone production accounts used in live testing.
- Discovered and bugged live operation errors for content releases and patches.
- Tested and bugged VFX and card expansions for Scholomance Academy content patch.

SKILLS/QUALIFICATIONS:

- Unreal Engine 4 + 5
- C/C++/C#
- Unity Engine
- Adobe Suite
- Figma/Miro
- Music/Audio Design
- Press/Branding/Marketing
- Mandarin Chinese

EDUCATION:

UNIVERSITY OF CALIFORNIA, LOS ANGELES | SEPT 2018 - DEC 2021 | COMPUTER SCIENCE & LINGUISTICS