

# RYAN BURRELL

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Ryan is a game designer dedicated to inventing rewarding player experiences. He has a keen creative mind and a tenacious drive for perfection, and is eager to use his talents in new ways.

skills &  
proficiencies

## Game Design

### SYSTEM & TECHNICAL

Core Gameplay, System Modeling & Balancing, Paper Prototyping, Onboarding, Economies, Documentation

### CONTENT

Class & Ability Creation, Enemy Design, Level / Map Design, Quests, Achievements, Writing, Storyboarding, Scripting

## Additional Skills

### UI / UX DESIGN

Workflows & Diagrams, Wireframes, Prototyping, UI Art, Typography, Responsive Design, Frontend Web Development

### LEADERSHIP / MANAGEMENT

Team & Project Management, Mentoring, Creative Direction, Festival Judging, Public Speaking

## Development

### LANGUAGES

ActionScript, Lua, XML & JSON, HTML, CSS (SASS/LESS), JavaScript (jQuery), PHP, Visual Scripting

### TOOLS & ENVIRONMENTS

Unity, Sublime Text, Notepad++, Visual Studio, SVN, Git, LAMP Stack, NPM, Grunt, Proprietary Engines & Scripting Tools

## Software

### CREATIVE

Photoshop, Illustrator, InDesign, Flash, After Effects, 3DS Max

### WIREFRAMING

Balsamiq, MockFlow, Pencil, Lucidchart

### MANAGEMENT / TASKS

Pivotal, Basecamp, Sharepoint, Zoho, Trello, JIRA

### OFFICE SUITES

Microsoft, Google, LibreOffice, Spreadsheets!

experience

### 10/2015 - Present: **Game Design Consultant** **Freelance**

- Work closely with teams to evaluate game features and content and make recommendations for improvements within the scope of timelines, budgets, and overall project vision.
- Provide a range of services including systems and content design, UI/UX design, monetization design, and project leadership.

### 03/2015 - 10/2015: **Creative Director** **Black Lantern Studios, Inc.**

- Defined goals for visual and player experiences and guide teams during the development process to meet them.
- Managed tasks and staffing assignments for personnel across simultaneous projects, including leading scrum meetings.
- Drove creative vision and develop proposals for original IP projects, taking into account staffing and business requirements.
- Improved methodologies and processes for project estimation, proposal creation, documentation, and all facets of game design.
- Fostered professional development for designers and artists, mentor design staff, and improve team collaboration across disciplines.
- Developed relationships with outsourcers and contractors and manage their integration into project workflows.

(cont.)

- Continued duties of Lead Designer / UI Designer as described below.

experience  
(cont.)

**06/2012 - Present: Chief Science Officer**

**Indie MEGABOOTH, Indie MegaCorp, Corp.**

- Assist with event planning and on-site logistics for PAX Prime, PAX East, and GDC conferences with a focus on maximizing show floor presentation quality and facilitating business development.
- Participate in company planning, post-mortems, and game selection process for hundreds of entries across multiple events.
- Responsible for designing, developing, and maintaining event website and developer portal for the Indie MEGABOOTH and its various exhibitions, as well as account management for developers and content generation.

**11/2013 - 04/2015: Game Designer / UI Designer**

**Black Lantern Studios, Inc.**

- Responsible for content design and implementation, system design, and economy / monetization development.
- Engaged in paper prototyping, system modeling, scripting, and gameplay balancing.
- Led UI / UX design efforts, produced workflow diagrams and mockups, and created assets for both 2D and 3D games.
- Produced concept pitches for a variety of licensed projects on multiple platforms, taking into account both internal and external stakeholder requirements and feedback.

**03/2011 - 10/2013: Director of Technical Design**

**Pixelscopic, LLC**

- Developed game projects from initial concept to launch on a variety of platforms as part of a small, multidisciplinary team.
- Designed game systems, created enemy and player class types, led level design, scripted behaviors, and balanced gameplay.
- Designed and implemented game UI as well as all web-related projects, including client website designs and implementation, infrastructure maintenance, social media presence, and promotional websites for internal projects.
- Collaborated with stakeholders to create toolchains and define project methodologies; managed contract personnel to ensure level design and art asset consistency.
- Exhibited at various conferences and communicated with attendees, media personalities, and business development parties.

**09/2009 - 03/2011: Design Specialist**

**Educational Benchmarking, Inc.**

**01/2009 - 09/2009: Web Development Director**

**Prodigy Pixel, LLC**

**05/2008 - 11/2008: Web Developer**

**PLS Creative Solutions, Inc.**

**05/2007 - 05/2008: Content & Design Specialist**

**McMurtrey, Whitaker & Associates., Inc.**

education

**B.S. in Electronic Arts - Multimedia Emphasis**

Missouri State University 2007

Honors College Graduate

Magna Cum Laude: *3.84 GPA*

Minor: *Art & Design*

selected  
credits

**AirMech**

PC

Systems Designer, UI Designer / Artist,  
Monetization Designer

**John Deere: Homestead**

iOS, Android

Creative Director, Lead Designer,  
UI Designer

**Little League: Home Run Slam**

iOS, Android

Creative Director, Lead Designer,  
UI Designer / Artist

**Sony OnPlaystation Quiz-Up**

iOS, Android

Creative Director, Lead Designer,  
UI Designer / Artist

**Duck Commander:**

**Duck Defense**

iOS, Android, Kindle

Lead Designer, UI Designer / Artist

**Duck Dynasty**

Nintendo 3DS

UI Designer, Artist

**Delver's Drop**

PC, iOS, Android

Gameplay/Systems Designer,  
Level Designer, UI Designer, Scripting

**Moshi Monsters: Moshling's**

**Theme Park**

Nintendo DS & 3DS

Lead Artist, UI Artist, Level Designer

**Moshi Monsters: Moshling Zoo**

Nintendo DS

Lead Artist, UI Artist