

Spriley Cherenfant, Game Designer

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SUMMARY

Game Designer with 2+ years of experience driving games to release. 4+ years of total experience delivering projects ranging from First Person Shooters to Action RPG's

- **Orchestrated end-to-end game development cycles:** From ideation to final implementation, steered specialized features and ensured alignment with customer preferences through data-driven design testing.
- **Led a multidisciplinary team:** Crafted specialized game elements, refining designs based on technical constraints, and maintaining detailed documentation to support seamless production.
- **Spearheaded player-centric design initiatives:** Fostered innovation, and adapting gameplay mechanics while actively contributing to cross-team design discussions, keeping abreast of industry trends to drive game development forward.

Professional Design Portfolio available at <https://spriley.com>

PROFESSIONAL EXPERIENCE

Technical Game Designer

Independent Game Developer, Kansas City, MO

November 2023–Present

- **Game Projects: Phasma** Twin-Stick Shooter Survival Game
- Designed and implemented diverse enemy types featuring dynamic upgrade paths, utilizing Behavior Trees in Unreal Engine to craft intelligent enemy AI that adapts to player actions and evolves with progression
- Developed procedural level generation systems, incorporating intricate boss encounters with unique and challenging movesets, scripted through Animation Blueprints to deliver fluid, responsive, and visually dynamic character behaviors
- Conceptualized and balanced an upgrade and progression system focusing on agility, combat, and gadgets, allowing players to tailor their gameplay experience to their preferred playstyle.
- Engineered a core gameplay loop emphasizing fluidity and responsiveness, ensuring engaging twin-stick mechanics that adapt to player progression.
- Authored 40+ pages of Game Design Documentation to guide the iterative design and development process.
- Conducted playtesting sessions to gather feedback, resulting in refined enemy AI, improved level flow, and enhanced upgrade mechanics to maintain player engagement.
- Utilized Unreal Engine and Blueprint Scripting to script and prototype key gameplay systems, ensuring they align with the project's design pillars and vision.
- Integrated Unreal Engine Assets to create visually appealing and immersive effects that align with the game's theme and pacing.

Associate Game Designer

Skymap Games, Manchester, New Hampshire

March 2023–November 2023

- **Game Projects: Unannounced FPS Survival Game, Unannounced Live Service Action RPG, Unannounced FPS Arcade Shooter**

- Worked with interdisciplinary teams of 80+ individuals to conceptualize and design 200+ pages of Game Design Documentation for Response For Proposals for a major publisher with Millions of Players and 10+ Live Service Games.
- Utilized established tools to script and prototype multiple systems that adhered to and elevated pre-existing and newly conceptualized core gameplay pillars in a games as a service environment.
- Fine tuned and improved game systems and mechanics by developing and maintaining comprehensive Game Design Documentation exceeding 300 pages in ClickUp and Jira for 3+ projects.
- Implemented documented systems that would improve core gameplay loops to enhance player progression as well as overall gameplay loop.
- Designed events & quests structure, as well as guilds, and reward progression for Live Service Action RPG
- Conducted 150+ hours of extensive research into evolving gaming trends and player preferences, leveraging insights to adapt and refine 30+ game mechanics, ensuring alignment with current market demands and enhancing player engagement.
- Collaborated on 3+ occasions per week with the Game Design Director to present and refine design concepts, incorporating feedback to iteratively enhance gameplay mechanics, resulting in a 50% increase in established mechanics and a 100% boost in project progression.

Game Designer I

Chromatic Games, Gainesville, Florida

February 2023 to March 2023

• Game Projects: Dungeon Defenders Awakened, Dungeon Defenders Going Rogue!

- Worked with interdisciplinary teams of 30+ individuals to work on a major update with 30+ new mechanics and 2 new characters to be delivered to 1 Million+ Dungeon Defenders players.
- Adjusted and fine tuned systems and mechanics for an unannounced VR Title across Meta Quest and other VR platforms..
- Documented 15+ Spreadsheets with 2 Lead Engineers to cooperatively script all 30+ new features and abilities for all 15 characters using Unreal Engine's Gameplay Ability System (GAS) and Blueprint Scripting..
- Scripted 10 engaging and dynamic Twitch Events using Unreal Engine's Blueprint System that were to be used by 12+ Twitch Partners and shared with 500,000 Twitch Viewers.
- Managed player and account states through implementation of reward systems across multiple consoles and platforms.

Quality Assurance Analyst

Electronic Arts Tiburon, Orlando, Florida

April 2022 to February 2023

• Game Projects: Madden NFL 2022, Madden NFL 2023, Madden NFL 2024

- Improved the quality of released live service content by decreasing the number of reported bugs by working with an interdisciplinary team of 1,000+ individuals.
- Increased the productivity and quality of 400+ content releases ranging from missions to challenges and seasonal content to 10+ million players
- Improved the stability of the overall experience by eradicating 20+ bugs through Jira, some of which have been prevalent for 5+ Madden releases.
- Ensured a uniform experience across 5 Different Platforms (Playstations, Xbox's, PC) by analyzing thousands of player data through SQL Queries and reporting any unintended behavior.

PERSONAL PROJECTS

Lead Game Designer/ Lead Engineer

University of Florida, Gainesville, Florida

August 2020–January 2022

- **Game Projects:** [Cloak](#), [Protocol](#), [Cheesescape](#)

- Led a small interdisciplinary team of 5+ individuals in conceptualizing and designing 50+ pages of Game Design Documentation while writing 2000+ lines of code
- Designed and engineered game systems and mechanics in C# in Unity making sure they aligned with the respective GDD's.
- Proposed and spearheaded necessary changes based on player feedback improving and adjusting code and overall design specifications to meet player needs.
- Attended and managed syncs to ensure the delivery of milestones from Alpha to Gold status by adhering to Agile Scrum methodology.
- Designed and implemented mechanics ranging from a 2D platformer to a First Person Arena Shooter and subsequently a 2.5D Multiplayer Experience.

EDUCATION

University of Florida, B.B.A, Game Design, December 2021

ADDITIONAL SKILLS

Unreal Engine, Unity3D, Unity2D, C++, C#, Blueprint Scripting, LUA, Atlassian Jira, Jira Service Manager, Confluence, Adobe Creative Suite, Asana, Trello, SQL, Java, Python, SCRUM Agile Methodology, Analytical Skills, Games As A Service, Live Service Games, Software Project Management, Vendor Management, Software as a Service (SaaS), Game Design Documentation, Prototyping Tools, Storyboarding, Game Analytics, Scripting and Programming, Adaptability