

# Elijah Fernandez - Game Designer

Email: [elijahmon@live.com](mailto:elijahmon@live.com) – Cell 240-620-2092

Portfolio Website: [elijahfernandezdesign.wordpress.com](http://elijahfernandezdesign.wordpress.com)

## Summary

Versatile game designer with 10+ years of experience in the development and live service of multiplayer-focused games. Skilled in taking projects from prototype to release—creating design documentation and prototypes to lead development teams to deliver and iterate features and tools. Well-versed in data driven design for live PC and mobile products delivering events, sales, and feature releases that achieve and exceed product goals.

Detail-oriented and proactive, examining feedback ,analytics, and taxonomies to identify gameplay opportunities, improve UX, and expand product reach. An effective communicator who bridges disciplines, presenting technical designs clearly and coalescing multidiscipline teams through concept, iteration, release, and continued live ops support to a unified vision that deliver exciting and engaging gameplay experiences for players.

## Technical Skills and Experience

- Unity Engine
- Unreal Engine
- Blender
- C languages (C#/C++)
- Microsoft Office Suite
- Adobe Suite
- Google Suite
- Figma
- HTML/CSS

## Education

### B.S. in Simulation and Digital Entertainment – University of Baltimore

- Graduated Cum Laude
- Game Lab Fellow
- Inspired Discoveries 2015 winner with Project “Relic”

## Professional Experience

### Web Design Contractor - Current

- Develop prototypes in Figma, focusing on UX and usability for commercial web pages that can be directly translated into usable CSS/HTML for production/release environment
- Work with front and backend developers to ensure proper usability and functionality specifications/standards are met.

### Sr. Game Designer, Nant Games: 2020-2025

- Lead design for feature and systems teams from prototype to release for [MythWalker](#) (2024) a Free to Play, Geolocation based, MMORPG.
- Ownership of all Progression, Economy, and Monetization systems during development and as live design lead. Usage of Tableau analytics and Excel to create documentation, scripted and automated tools, and identify design opportunities and improvements to include in development and updates.
- Lead design of key retention and monetization systems such as Character Progression, Crafting, Quests, Storefront/Sales, and Rewards. Establish goals and player profiles, create documentation and tools through development, as well as create and balance content such as characters, items, and quests.
- Lead design of geolocation map and encounter design, utilizing [MapBox](#) and [OpenStreetMaps](#) to generate encounters and POIs around the world based on real world locations, regions, weather, and time of day.
- Lead design of unique Geolocation Features for Mythwalker, including Energy based navigation, teleporting and the patented Location Tethering system
- Assist combat design by creating balance tools, making regular balance updates, and prototyping new functionality for abilities and systems.

### **Game Designer, Big Huge Games: 2017-2020**

- Design and implement in Unity (C#) as a part of a small prototype team through full release core gameplay of [Arcane Showdown](#) (2020), including Narrative/Worldbuilding, Card design, Matchmaking, Rewards, Progression, F2P economy balance, and Guilds.
- Work with KPIs to achieve monetization, retention, and engagement goals, using data driven insights from live tests, analytics, market research.
- Design of Live ops Events, Sales, new troops, and general combat balance for Free to Play, PvP Strategy/Base Builder [DomiNations](#) (2015)
- Work in Rapid prototype team, designing and implementing networked gameplay systems in Unreal Engine focused on the Gameplay Ability System, Blueprints, and C++ for multiplayer PvP projects.

### **QA Tester I, Big Huge Games: 2016-2017**

- Manage Builds and Deployment for testing Mobile development of DomiNations across multiple environments including bundle management for live ops events and sales.
- Write, update, and evaluate test cases for existing systems and new features with design, engineering, and production.
- Develop, run, and deploy automated testing for DomiNations within the Unity project in C# as well as through web tools using Python.
- Work with multiple disciplines tracking content, bugs, and feedback for multiple releases including World War, Global & Atomic Ages, University, and VIP/Treasure Boat.

### **Unity Developer, Alchemy Learning: 2015**

- Develop and implement educational VR games in unity and business development tools using Oculus and GearVR creating levels, scripted sequences, and gameplay systems for the Amazon Experience and the Workforce Presentation Improvement Experience.
- Work with Speech Recognition software including [SMUSphinx](#) and [IBM Watson](#) to categorize, score, and display user public speaking results and offer tailored feedback and improvement areas.
- Work featured on WBAL-TV, Baltimore Business Journal and Technical.ly.

### **Gameplay Design & Programmer, University of Baltimore: 2014**

- Assist in physical construction of University of Baltimore's onsite C.A.V.E virtual reality system.
- Lead a student team in developing historic preservation and learning experiences for the Bungamati Temple and Baltimore City Historic Society including research, development in Unity, and testing onsite.
- Work with students attending the game lab to provide feedback and mentoring for classes and capstone projects.

### **QA Contractor, Zenimax Online Studios: 2013, 2014, 2016**

- Create test cases, track bugs, and provide feedback for [Elder Scrolls Online](#) (2014) PC release and subsequent console releases (2015), including working with proprietary engine tools and platform SDKs.
- Imbedded in dungeon and trial design teams playtesting and providing feedback for future content including Aetherian Archive, Hel Ra Citadel, Craglorn and Imperial City zone releases, including making add-ons using Lua that expedited test processes and exposed technical issues early in development.
- Specialize in live QA, requiring a breadth of game knowledge and systems to monitor player feedback and forums to identify, reproduce and regress live issues.
- Support web team developing automated tests in Ruby for purchasing through ESO web storefront.

