NATHAN HARLING

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Skills:

- Game Design focusing on features, systems, tuning & balance. Basic shell scripting for tools.
- Team player open to feedback and criticism. Design owner and contributor alike.
- Microsoft Office, Excel, Adobe Photoshop, Illustrator. Confluence, JIRA, source control. Relational data/schemas.

Experience:

Star Wars: Commander, Senior Game Designer   LucasFilm Games (Dec 2017 – Present)
https://www.starwarscommander.com/

- **Owning** design vision for upcoming features, PvP live-ops, and twice-monthly content updates.
- **Roadmap planning** with other leads and Production, considering IP tie-ins, resources, and business needs.
- **Assuming Lead** responsibilities after my manager was rolled off; **onboarding** a new designer.

Star Wars: Commander, Game Designer   Disney Interactive (Aug 2014 – Mar 2015, Nov 2016 – Dec 2017)

- **Owning** design and content for multiple features, touching on social, economic, and combat mechanics.
- **Design planning** and triage with disciplines to stay on-schedule; acting as **player advocate** to meet business goals without sacrificing fun. Maintained **high App Store rating** while consistently meeting revenue targets.
- **Shipping content** 1-3 times a month with no major bugs; **assuming pod lead** duties as needed.

Unannounced Title, Game Designer   Disney Interactive (Mar 2015 – Nov 2016)

- **Owning** early-game content: tutorial/teaching cadences, narrative beats, level and quest design.
- **Owning** technical design of PvE and PvP UX, including hooks to character unlocks/level-ups for replayability.

Kitchen Scramble, Game Designer   Disney Interactive (Mar 2014 – Aug 2014)

- Improving content pipeline: **writing tools and documentation**, analyzing live content. **Reduced content pipeline** from 9 weeks to 6.5 weeks; **reduced hotfix rate** from 1-3 per release to 0.1 per release.
- **Working with Product Manager** to define and apply practices for tuning and balancing.

Words Of Wonder, Game Designer   Disney Interactive (Apr 2011 – Aug 2014)

- **Co-owning** game design of builder-style game, pivoted to word-spelling puzzle game with **original IP**.
- **Owning** feature specs, **working with Product Manager** to meet business goals while avoiding "pay-to-win."
- **Owning** content pipeline, including CMS re-design to accommodate product pivot. **Launched on-time**, with ten week content runway. Shipping content 1-2 times a month.

Volunteering:

ACM SIGGRAPH, Conference Committee, VR Showcase Co-Chair   SIGGRAPH Asia, Bangkok (2017)

- Working with content submitters, conference planners, and HTC developer outreach to solicit requirements and create a build plan for VR Showcase venue; Five days on-site as logistical point of contact.
- VR Showcase venue rated highly among surveyed attendees.

ACM SIGGRAPH, Conference Committee, GraphicsNet Chair   SIGGRAPH North America (2017)

- Working with stakeholders to solicit requirements, design, deploy, and tear down LAN and Internet access infrastructure for tech conference with 16,500 attendees. Delivered on time and within budget.
- Approximately two years planning; Ten days on-site tasking and directing nine volunteers.
- Writing extensive documentation as part of hand-off to 2018 Chair.

ACM SIGGRAPH, Sub-Committee, GraphicsNet   SIGGRAPH North America (2010, 2011 – 2018)

- Assisting the Chair year-round as needed; Ten days on-site to rapidly deploy then tear down infrastructure.

Game Developer's Conference, Conference Associate   GDC San Francisco (2007 – 2010)

Education:

Bachelor of Science, Applied Computer Graphics   California State University Chico (Fall 2003 – Spring 2010)

- Minors: Communication Design, Japanese
- Study abroad: Chukyo University, Nagoya, Japan

GPA: 3.88, Summa Cum Laude
Honors in General Education

References available upon request.