

# Ethan Coleman

## Game Designer

e.coleman@email.com

(123) 456-7890

Bellevue, WA

[LinkedIn](#)

## WORK EXPERIENCE

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### Motiga - Game Designer

2020 - current

Bellevue, WA

- Created 51+ game prototypes with GameMaker Studio, leading to 4 full-scale developments which saw a 32% higher retention rate compared to past projects.
- Optimized game performance in Unity, ensuring effortless gameplay on lower-end devices and expanding the user base by 16%.
- Collaborated with QA teams to resolve over 2,174+ bugs, enhancing the gaming experience and **reducing crashes by 73%**.
- Integrated Adobe XD to craft intuitive UI/UX designs, contributing to a 22% expansion in user engagement.

### Hidden Path - Associate Game Designer

2017 - 2020

Bellevue, WA

- Coordinated with a team of 6+ designers via JIRA, improving team communication and boosting project efficiency by 39%.
- Designed and introduced 11+ unique game scenarios using Hammer, contributing to a 43% increase in game replayability.
- Supervised version control through Git, reducing project rollbacks by 24% and maintaining a smooth-running development process.
- Teamed up with developers to optimize in-game performance, **leading to a 26% increase in frame rates for complex scenes**.

### Mojang Studios - Gameplay Designer

2014 - 2017

Redmond, WA

- Crafted and applied 46+ gameplay features and mechanics, enhancing game immersion by up to 37%.
- Leveraged Twine to prototype 21+ interactive storylines, significantly improving the story's depth and character-building.
- Performed comprehensive data analysis using Excel, optimizing gameplay elements which led to a 19% increase in player satisfaction.
- Identified and tracked 287+ bugs through playtest platforms, **ensuring a 98% bug-free launch**.

## EDUCATION

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### DigiPen Institute of Technology - Bachelor of Science, Computer Science

2010 - 2014

Redmond, WA

## SKILLS

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- Unity; Hammer; GameMaker Studio; Excel; Twine; Adobe XD; Audacity; Git; Playtest platforms; JIRA