

Brady Mauermann-Peterson

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Skills

dfg design on live services, dialogue writing for quests and NPCs, game balancing,

- HTML5
- CSS3
- JavaScript
- JQuery
- Bootstrap
- NodeJS
- NPM
- Gulp
- MongoDB
- Express
- RESTful Routing
- Responsive (progressive enhancement blah blah degradation)
- GitHub

Experience

Electronic Arts – Game Designer - Oct 2014 – Current

Unannounced Project

- Took lead on multiple system designs, including quests and player progression.
- Owned and enforced the design language bible for the project.
- Lead two other designers on the creation of multiple game levels.
- Created paper prototype shown to Senior Vice President of EA Mobile.

The Simpsons: Tapped Out

- Trained, tasked, and completed time estimates of two other designers.
- Event designs consistently outperformed target DAU and revenue targets.
- Designed best-selling item in 15 months, contributing to being more than 10% over revenue target.
- Concepted new updates and features on a rapid schedule, including scoping and collaboration with art, engineering and production, often working with remote teams.
- Wrote dialogue in a variety of different "voices," which was directly reviewed by the writers of the Simpsons TV show.
- Scripted various updates and features in custom XML-based language.
- Maintained design documentation on large wiki (Confluence) detailing game features.

Minicore Studios – Game Designer - April 2013 – Oct 2014

The Sun at Night & Murder at Mystery Manor

- Whiteboxed multiple massive, nonlinear 2D levels (Metroidvania style).

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- Placed triggers, colliders, lighting, enemies and save points.
- Scripted complex dialogue tree in a branching system.
- Collaborated with multiple teams to create rock-paper-scissors-style gameplay systems in a competitive multiplayer project.
- Analyzed playtest sessions to determine bottlenecks, difficulty spikes, etc., greatly smoothing out difficulty in end product.

Education

Austin Community College, Austin, Texas

Associate of Arts and Sciences (AAS), Game Design

2011 – 2013