

Ryan Siegel- Stechler

Game Designer, Narrative/Systems

Summary

I have been working in game design as a narrative and systems designer for over 6 years. I bring a blend of creative and analytic skills, strong independent judgment, and a project-first, team player attitude.

Skills

- Systems design, game balance, and narrative design
 - Spec writing and documentation
 - Player-facing text, tutorialization, and naming
 - QA and testing
 - Favro, Notion, Excel, and .yaml
 - Strong interpersonal and communication skills
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Work History

Sparkypants / Game Designer

November 2018 - February 2025

Mind over Magic (December 2019 - February 2025)

SYSTEMS DESIGN

- Created specs, implemented content, and managed balance for:
 - Core simulation systems such as meals, sleep, recreation, and overall resource economy.
 - Key release features like creature ranching, broom travel, and dragon raising.
 - Combat features like combat spells, enemies, and battle terrain.
- Tested new systems in Unity to debug issues and confirm player experience.
- Tracked player feedback in order to propose and implement balance changes to existing content.

NARRATIVE DESIGN

- Designed narrative for the world of Mind over Magic, including:
 - how magic works, from background documentation to player-facing information such as spell names.
 - creatures, including faction design for sentient races and naming/writing art pitches for enemies.
 - quests, including dialogue and marrying quest requirements with narrative.
- Wrote tutorials for game systems and created keywords to communicate important player concepts.

PRODUCTION AND COLLABORATION

- Worked with key Design and Art team members to align design intent with proposed visuals.
- Scoped and helped track content for artists and sound designers via production spreadsheets.
- Lead standup meetings, provided Design color in company-wide meetings as a strong second to the Lead Designer, and worked collaboratively with other teams to advise from a design perspective.

The Elder Scrolls: Legends (November 2018 - December 2019)

- Designed and implemented new game mechanics for The Elder Scrolls: Legends.
 - Wrote VO lines and art descriptions for all cards for three expansions (The Alliance War, Elsweyr, and Jaws of Oblivion).
 - Worked directly with producers' "lore keepers" to ensure narrative consistency across card names, VO, and art.
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Education

New York University / MFA, Creative Writing
New York, NY

New York University / BA, Psychology
New York, NY