Tess Leiman

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EMPLOYMENT

Activision Blizzard, Inc.

- **Associate Game Designer, Hero Design (July 2022 - March 2024)**
  - Created 7 Hero Prototypes which led to multiple abilities entering production
  - Supported heroes released and in-production providing polish and design work.
  - Balanced multiple playable characters for PvE Story Missions
  - Headed one and supported multiple Event Game Modes including the successful April Fools mode.
  - Improved the Console experience through adding Accessibility options and reworking Rumble.
  - Created many Achievements for unlock content
- **Contract Game Designer for Hearthstone (July 2021 - July 2022)**
  - Designed and implemented over 10 collectable playable characters and 30 boss encounters.
  - Wrote multiple story campaigns, dialogue for characters, and additional needed text.
  - Consulted on VO recording for written content.
  - Communicated with the art department on written art descriptions.
  - Balanced PvP characters and PvE encounters through post-launch updates.

Brooklyn Academy of Music

- **Floor Staff (June 2021 - July 2021)**
  - Worked at the cinema department through selling food, directing customers, and cleaning.

PROJECTS

Lead Developer on Warp Dash created for Graffiti Games 2021 (June 2021 - July 2021)

- Create 6 unique original characters while collaborating with an artist.
- Programmed racing combat with character-driven abilities.
- Consulted with developers from Rockstar Games.
- Showcased the game at the PlayNYC 2021 convention to over 1000 visitors.

Solo Developer on Kril(August 2018-January 2019)

- Designed a hybrid stealth/dress-up game about the Transgender experience.
- Received over 1000 downloads on itch.io.
- Showcased the game at several events including Samsung's Pride and NYU Summer Games Showcase.
- Participated on a panel for TransGeek speaking on the game's themes.

Solo Developer on Laplace's Demon Is Bored (December 2020 - June 2021)

- Wrote the narrative taking inspiration from Jewish mythology and theoretical physics.
- Provided character designs for new characters and ones based on existing folklore.
- Created a majority of the art assets used for characters, menus, gameplay, and UI.
- Programmed various tabletop games from scratch such as the card game Koi-Koi.

TECHNICAL AND DEVELOPMENT SKILLS

Programming Languages: C#, Java, Javascript, Lua

Web Development: HTML, CSS

Game Engines: Unity, Unreal, Pico-8, GameMaker

Adobe Suite: Photoshop, Illustrator, After Effects, InDesign, Animate, Premiere

Development: Git, Rapid Prototyping, Agile

EDUCATION

New York University

- Tisch School of the Arts Class of Fall 2018
- Bachelor of Fine Arts Game Design