

# Tess Leiman

## Game Designer

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### Experience

#### Blizzard Entertainment

- **Associate Game Designer, Hero Design for [Overwatch 2](#)** 2022 – 2024
  - Developed new character abilities from concept to live production
  - Reworked characters to address critical design flaws and game balance
  - Balanced playable characters' weapons and abilities for PvE story missions
  - Led and supported multiple event game modes including the successful [April Fools](#) mode
  - Improved the console experience through adding Accessibility options and reworking haptics
  - Communicated with various departments such as QA, Audio, Narrative, Art, and Features
- **Contract Game Designer for [Hearthstone](#)** 2021 – 2022
  - Designed and implemented over 10 collectible playable characters and 30 boss encounters
  - Wrote multiple story campaigns, dialogue for characters, and additional needed text
  - Consulted on VO recording for written content
  - Balanced PvP characters and PvE encounters through post-launch updates

### Projects

#### [Warp Dash](#) – Lead Developer 2021

- Developed for [Graffiti Games](#) while consulting with developers from Rockstar Games
- Created unique original characters while collaborating with an artist
- Programmed racing combat with character-driven abilities
- Showcased the game at the PlayNYC 2021 convention to over 1000 visitors

#### [Laplace's Demon Is Bored](#) – Solo Developer 2020 – 2021

- Wrote the narrative inspired by Jewish mythology and theoretical physics
- Created character designs for new characters and ones based on folklore
- Created art assets used for characters, menus, gameplay, and UI
- Programmed various tabletop games, such as Koi-Koi

#### [Kril](#) – Solo Developer 2018–2019

- 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

### Skills

Unity/C#	Adobe Suite	Java
Unreal	Data Analysis	Lua
Jira	Mechanic Design	Rapid Prototyping
Confluence	Feature Design	Quality Assurance

### Education

**New York University** 2018  
Bachelor of Fine Arts – Game Design