

# Tess Leiman

## Game Designer

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### Experience

#### Blizzard Entertainment

- **Game Designer, Class for [Diablo 4](#)** 2024 – 2026
  - Reworked the Spiritborn class for the Lord of Hatred expansion.
  - Created over a hundred powers across various game systems
  - Led the class developments for a seasonal update
  - Optimized code on many problematic abilities
  - Communicated with various departments such as QA, Audio, Narrative, Art, and Features
- **Associate Game Designer, Hero Design for [Overwatch](#)** 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
- **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
- **[Kril](#) – Solo Developer** 2018–2019
  - Designed a hybrid stealth/dress-up game
  - Received over 1000 downloads on itch.io
  - Showcased the game at several events including a Samsung event and NYU Summer Games Showcase
  - Participated on a panel for 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