

Tess Leiman

Game Designer

tessleiman.com
tessleiman@gmail.com

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 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
- **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