

Tess Leiman

Game Designer

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Experience

Blizzard Entertainment

- **Game Designer, Class for Diablo 4** 2024
 - Led the class developments for a seasonal update
 - Created over twenty customizable powers
 - Created new legendary items for the Vessel of Hatred expansion
 - Optimized code on many problematic abilities
- **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
- **[Kril](#) – Solo Developer** 2018–2019
 - Designed a hybrid stealth/dress-up game about the minority experience
 - 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

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

Education

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