

Tyler Roop

Game Designer

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theroopreport.com

Skills

Game Design

- Level design / Blockout / Prototyping
- Design Focused Documentation
- Project Management / Leadership
- Playtest conducting / Iteration
- AI Tuning / Objective Design
- Localization

Software

- JIRA, Confluence
- Unity 3D, C#
- FrostEd, Perforce, Drone
- Visual Studio, MySQL Workbench/Server
- Microsoft Office
- Balsamic

Experience

Blizzard Entertainment

- **Store/BP Team – Game Designer, Systems: Diablo IV (Major Platforms) Nov. 2021 – Present**
 - Designing and implementing Seasons Journey Objective content to help guide the player through stories and questlines.
 - Designing goals, guidelines, pillars, event types and Event MVP for Live Events.
 - Designed and Implemented store cosmetic content bundles.

EA Sports

- **Madden ID Design Team – Systems Designer I: Madden Sep. 2020 – Oct. 2021**
 - **Madden '22 (PS4/PS5/Xbox/PC, Shipped) Sep. 2020 – Aug. 2021**
 - Designed and implemented player classes to help build unified progression system.
 - Designed End of Game flows to create and support unified progression initiative while presenting celebration for player success and accomplishments in-game.
 - Designed Live Events and Ranked Mode for Yard to create a playground for players to test out and gain valuable progression for their classes.
 - Implemented and updated Xbox Achievements and Playstation Trophies using first party portals.
 - Spear headed tool improvements by working with engineers to improve systems and ease of use for design team.
 - **Madden '23 (PS4/PS5/Xbox/PC, Shipped) Aug. 2021 – Nov. 2021**
 - Designed and iterated on player class system to allow players to edit positions.
 - Designed player class perks and tiering system to allow for player abilities to progress better.
 - Designed post drive summary for class mode to allow players to see their performance drive to drive.
 - Designed Field Pass (Battle Pass) feature to extend content on a year over year basis.
- **Design Team – Associate Systems Designer II: EA Sports PGA Tour (Major Platforms) Feb. 2020 – Sep. 2020**
- **Live Services – Associate Game Designer II: NBA Live May. 2018 – Feb. 2020**
 - **NBA Live '20 (Major Platforms, Cancelled) Apr. 2019 – Feb. 2020**
 - Produced, managed, and designed programming for Live Services including working closely with Craft Director on ways to improve vanity.
 - Designed feature improvements utilizing Confluence and JIRA.
 - Developed design documents based on feedback from design team for new ways for players to play.
 - Designed content plan and helped solidify economy for main monetization generator.
 - Worked with UXR to ensure viability of revenue generators based on player feedback.
 - **NBA Live '19 (PS4/Xbox One, Shipped) May. 2018 – Apr. 2019**
 - Produced, managed, designed, and implemented programming for Live Events that included All-Star Weekend, ROKIT, and NBA Streets.
 - Ran meetings and worked with artworks to prioritize needs for programming in the way of in-game content.
 - Coordinated Live Content Updates by managing database exports and localization.

Education

Full Sail University

- Bachelor of Science in Game Design (Aug. 2017) *Valedictorian*