Tyler Roop
Game Designer

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therooreport.com

Skills

Game Design
- Level Design / Blockout / Prototyping
- Design Focused Documentation
- Project Management / Leadership
- Playtest Conducting / Iteration
- Mission / Activity Design
- Live Services / GaaS

Software
- JIRA / Confluence
- Unity 3D / Unreal / Decima / FrostEd / Axe
- C# / Blueprints / Visual Scripting
- Perforce / Drone
- Visual Studio / MySQL Workbench/Server
- Microsoft Office / Google Suite
- Balsamic

Experience

Sony Interactive Entertainment — Mar. 2023 - Present
- **Open World Systems Team – Senior Systems Designer, Open World**
  - Designing and implementing dynamic mission delivery system.
  - Designing and implementing world and POI population managers.
  - Designing and implementing world activity and mission content.
  - Mentoring junior designers through 1 on 1's as their craft lead.
  - Served as scrum pod captain for open world systems pod.

Blizzard Entertainment — Nov. 2021 – Mar. 2023
- **Store/BP Team – Game Designer, Systems: Diablo IV** (PS5/Xbox/PC, Shipped)
  - Designed and implemented Seasons Journey Objective content to help guide the player through stories and questlines.
  - Designed goals, guidelines, pillars, event types and Event MVP for Live Events.
  - Designed and implemented store cosmetic content bundles.

EA Sports — May 2018 – Oct. 2021
- **Madden ID Team – Systems Designer I**
  - *Madden '22 & '23* (PS4/PS5/Xbox/PC, Shipped)
    - 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.
    - Spear headed tool improvements by working with engineers to improve systems and ease of use for design team.
    - 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* (PS5/Xbox, Shipped)
    - Designed Quest system to include objectives, chapters and rewards.
    - Designed Solo Challenges system to allow for the Live Service team to update and produce real life inspired content when needed.
- **Live Services – Associate Game Designer II: NBA Live**
  - *NBA Live '19 & '20* (PS4/Xbox, Shipped)
    - Produced, managed, and designed programing for Live Services including working closely with Craft Director on ways to improve vanity.
    - Designed content plan and helped solidify economy for main monetization generator.
    - Worked with UXR to ensure viability of revenue generators based on player feedback.
    - Coordinated Live Content Updates by managing database exports and localization.

Education

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