

Tyler Roop

Game Designer

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theroopreport.com

Skills

Game Design

- Feature Design / System Design
- Design Focused Documentation
- Project Management / Leadership
- Playtest Conducting / Iteration
- Mission Design / Level Design
- Live Services / GaaS

Software

- JIRA / Confluence
- Unity 3D / Unreal 5 / Decima / Frostbite / Axe
- C# / Blueprints / Visual Scripting
- Perforce / Drone
- Visual Studio / MySQL Workbench/Server
- Microsoft Office / Google Suite

Experience

Electronic Arts

May 2018 – 2021, Aug 2025 - Present

- **Unannounced Project – Senior Game Designer**
 - Designing and building unique gameplay experiences within Unreal Engine 5.
- **Madden ID Team – Systems Designer I**
 - **Madden '22 & '23** (PS4/PS5/Xbox/PC, Shipped)
 - Designed and implemented player classes feature to help build unified progression system.
 - Designed End of Game flow feature to create and support unified progression initiative while presenting celebration for player success and accomplishments in-game.
 - Designed Live Event and Ranked Mode features for The Yard to create a playground for players to test out and gain valuable progression for their classes.
 - Spearheaded 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 player abilities to gain power over time.
 - Designed post drive summary for class feature 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 feature to include objectives, chapters and rewards.
 - Designed Solo Challenges feature 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)
 - Designed and implemented seasonal live content for Live Event Mode.

Sony Interactive Entertainment

Mar. 2023 – Aug. 2025

- **Open World Systems Team – Senior Systems Designer, Open World**
 - Designed and implemented dynamic mission delivery feature.
 - Designed and implemented world and POI population managers.
 - Designed and implemented world activity and mission content.
 - Mentored junior designers through 1 on 1's as their craft lead.
 - Served as mission design lead and 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 feature.
 - Designed goals, guidelines, pillars, event types and Event MVP for Live Events.
 - Designed and implemented store cosmetic content bundles.

Education

Full Sail University

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