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Ryan Woods

House of How, Remote – Associate Game Designer

MAY 2021 – APR 2026

- Designed a card-based combat system which doubled as a social system for an unreleased game based on a major IP.
- Spearheaded first externally developed UGC levels for Battlefield 6 Portal Mode, working alongside the Portal team at Ripple Effect Games.
- Served as the Product Owner for the production of the combat system and AI behaviors, wherein I collaborated with our QA staff and Engineers to prioritize bugs, features and tasks.
- Did paper level development for the entire player path for the DLC of an upcoming AAA release.
- Created and maintained asset lists in ADO for the VFX team, UI team, audio team, and illustrators, as well as design documentation.
- Worked as a combat designer on a released adventure game, *Ichorous Grove*, created within *Minecraft Legends* to prove UGC potential.

Offline Digital LLC – Sole Proprietor

JAN 2024 – PRESENT

- Created a unique combat system that blends Deckbuilders and JRPGs, wherein your abilities and stats are determined by your hand of cards.
- Used Godot's TileMap feature set to hand-craft levels. Scripted unique behaviors for spawners, "Overworld" enemy pathing, and abilities for cards to use outside of combat.
- Utilized my experience in Economy Design to create engaging gameplay and progression loops for *5th Cataclysm* (5thcataclysm.com).
- Documented design specs using Obsidian with a mix of Wiki-formatting and annotated spreadsheets.

SKILLS

Azure DevOps, C#, C, C++, GDScript, Lua, Unity, Unreal Engine, Godot Engine, Blender, Pitch Deck Creation and Presentation, Agile and Scrum

EDUCATION

DigiPen Institute of Technology – Bachelor of Arts in Game Design Minor in Psychology

AUG 2017 – APR 2021, REDMOND, WA