

Ryan Woods

Senior Game Designer | Systems & Level Design Specialist

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PROFESSIONAL SUMMARY

Analytical and technically driven systems and level design specialist with experience leading cross-functional game development for AAA and Indie games. Skilled in developing game systems from prototype to post-launch and using metrics driven testing to rapidly improve engagement.

EXPERIENCE

HOUSE OF HOW

Game Designer

Remote

05/2021 – 04/2026

- Spearheaded first externally developed UGC levels for Battlefield 6 Portal Mode, working alongside the Portal team at Ripple Effect Games which were shipped with the publicly available SDK.
- Designed a card-based combat system which doubled as a social system for an unreleased game based on a major IP.
- Finalized 250 card designs, 80 character modifiers, 70 enemy and ally behaviors, and 120 combat encounters.
- Served as the Product Owner for the combat system and AI behaviors throughout production, wherein I collaborated with our QA staff, Engineers, and artists to prioritize bugs, features and tasks.
- Drew highly detailed vector paper maps for an unannounced DLC for an upcoming release which accounted for a 4.5 hour player path full of combat, exploration, puzzle solving, and challenging traversal.
- White-boxed 2 3D Levels in UE5 with an emphasis on no-combat cinematic traversal and exploration for an unannounced title.
- 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 the adventure game, Ichorous Grove, created within Minecraft Legends to prove UGC potential.
- Consulted for system and economy design on the TCG Raini: Lords of Light. Designed 60 cards across 7 major characters.

OFFLINE DIGITAL LLC

Freelancing & Game Development

Charlotte, NC

01/2024 – 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, enemy pathfinding, 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

System Design, Level Design, Whiteboxing, LLM Workflows, Azure DevOps, C#, C, C++, GDScript, User Research, Lua, Unity, Unreal Engine, Godot, Blender, Pitch Deck Creation and Presentation, Agile and Scrum, Tableau, SQL, Claude Code

EDUCATION

DIGIPEN INSTITUTE OF TECHNOLOGY

Redmond, WA

Bachelor of Arts in Game Design

Minor in Psychology

2017 – 2021

ADDITIONAL INFORMATION

- **Certifications:** Data Visualization with Tableau
- **Game Jam Submissions:** Downsizer (Ludum Dare 54), Downwhale (Ludum Dare 48)
- **Languages:** English (native)