



# Dan Thomas

## Game Designer

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## Skills

### Design

3D Level & Puzzle Design  
Economy Design  
Systems Design

### Programming

C#, Javascript, HTML5  
Lua, Unreal Blueprints

### Tools

Unity, Unreal Engine 4  
Adobe Photoshop  
Adobe Illustrator  
Excel & Google Sheets

## Profile

A game designer with an emphasis on player choice, worlds with rich detail, and above all else creating a fun experience.

## Work Experience

### Game Designer

MZ  
Sep '19 - Present

Content designer for two live mobile games. Create & innovate on all systems within the game, maintain all stat and economy balance and documentation.

### Associate Game Designer

MZ  
Oct '17 - Sep '19

Content design for single game server. Responsible for creating weekly features, maintained stat balance within the server.

### QA Tester

Vicarious Visions  
Mar '17 - Oct '17

Lead graphics tester. Liaison for art, eng, and QA teams. Created test plans, delegating daily testing, and documenting graphical suite.

### Game Design Instructor

Einstein's Workshop  
May '15 - Mar '17

Created game design curriculum at the company. Created & taught courses in design, modding, and programming using Unity & UE4. Created prototypes & game jams.

### Game Designer

Two Brothers  
Aug '14 - May '16

Created core documents & system for game from inception. Created all assets & designs for own level. Lead team through weekly scrums.

### Level Design Intern

Champlain EMC  
May '14 - Aug '14

Puzzle designer for two scenarios within the game. Responsible for all balance and difficulty curve.

## Education

### Champlain College

2011 - 2015

### B.S. in Game Design

Co-founder, Level Design Club  
Co-founder, Champlain College  
Game Dev Roundtable