



MEGAN SAMPLE

Game Designer Systems & Economy

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PROFILE *player one*

Game designer with four years in games, specialising in progression, crafting and in-game economies. I write clear design documents, prototype ideas quickly and use playtests and data to tune them until they feel right.

EXPERIENCE *quest log*

Game Designer · Company One, Dundee
Jun 2023 – Present

- Owns the crafting and upgrade systems on Game Title A, a co-op survival game in early access.
- Rebalanced resource drop rates using playtest data, improving day-seven player retention.
- Writes one-page design briefs that programmers and artists can pick up without a meeting.

Junior Game Designer · Company Two, Edinburgh
Sep 2021 – May 2023

- Designed 120 puzzle levels and the reward track for Game Title B (iOS, Android).
- Built balancing spreadsheets that cut tuning time for new events by half.

PROJECTS *side quests*

Mossling Market (jam game): trading game made in 48 hours; top 10 for design out of 300+ entries

Cave Courier (personal): delivery roguelike prototype in Unity, playable on itch.io

SKILLS *abilities*

Design: systems, progression, economy balancing, crafting, tutorials

Tools: Unity, Unreal Engine 5 (Blueprints), Machinations, Excel, Google Sheets, Jira, Confluence

Scripting: C# (prototyping), Python (data)

EDUCATION *training*

BSc (Hons) Game Design
University of Example, 2021

ALSO *bonus*

Volunteer at a local code club, teaching game design to 11 to 14-year-olds

Full right to work in the UK

EXAMPLE CV | Fictional person, studios and games | Free template from hardysearch.co.uk | Creative layout: also keep a plain version for online applications