

Amos Byrne

amosbyrne.com

Game Designer

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Phone: (802) 291-3056

Skills:

Unity/C# Scripting	Unreal Engine 4	MS Excel
Git and SVN	Source SDK	XML
Documentation (Adobe Suite)	Systems/Content Design	Agile/Scrum

Game Experience:

Too Tired Studios

Designer/Owner

Burlington, VT

July 2018 – October 2019

- Managed design and production plan of **Frog Snatchers**, a 2D action platformer, as well as:
 - o Wrote and implemented character dialogue in Unity
 - o Documented and constructed level content in Unity
 - o Designed and balanced mechanics for "frog dance" reward/combat system
 - o Recorded, edited, and mastered sound effects and music

C4M Prod

Design Intern

Montreal, Quebec

September – December 2016

- Worked on live mobile free-to-play strategy game **Battleplans**
- Analyzed extensive player metrics and data to better perform the following tasks:
 - o Designed and built single player campaign levels in Unity
 - o Playtested new characters and mechanics
 - o Collaborated with planning for new Clan Wars game mode

Champlain College Emergent Media Center

Interactive Designer

Burlington, VT

Jan-Aug 2016/Jan-May 2017

- Adapted international educational soccer game **Breakaway** onto mobile:
 - o Worked in Unity to rapidly iterate on mobile soccer game mechanics
 - o Designed an advanced dialogue system, input content using XML
 - o Documented and tested behavior patterns of AI soccer players for in game soccer matches

Other Work Experience:

Secure Transcript Solutions	QA Manager	May 2021 – Current
Lionbridge Technologies	Multimedia Assessor	March 2019 – April 2021
EDHREC.com	Content Writer	December 2019 – September 2020

Education:

Champlain College, Burlington, VT

Class of 2018

Bachelor's degree in Game Design
Specialization in Sonic Arts

Interests:

Games - from shooters, to puzzles, to RTS	Acting - School/summer programs for 14 years
Music- Classically trained violinist and singer	Fitness – Strength training for 4 years