



# SCOTT BALMER

## GAME DESIGNER

778-835-0972 | [scottbalmergamedesign@gmail.com](mailto:scottbalmergamedesign@gmail.com) | [www.scottbalmergamedesign.com](http://www.scottbalmergamedesign.com)

### SUMMARY

**Versatile** - Expert in gameplay, systems, level, narrative, and product design. Versed in implementation, coding, art asset creation, story writing, and product direction management.

**Innovator** - Skilled with rapid prototyping and finding fun fast. Combines knowledge, experience, intuition, and data to creatively solve problems.

**Vision Holder** - Developer of design direction; establishes and maintain design/product goals. Effective at communication with colleagues and stakeholders from initial concept through to Live-Ops.

**Experienced** - 18-year industry veteran. Experience with AAA, AA, and mobile projects in Action/Adventure, Sports, RPG, AR, Hyper-Casual, Async PVP, Idle, Sim, and Puzzle genres.

### EXPERIENCE

#### Design Freelance

April 2024 – Present

#### Greenhouse Builder App (web) Jan 2025 – Present

- Designed and built a detailed greenhouse construction app for client Cedar-Built Greenhouses.
- App dynamically displays over 20 million possible greenhouse configurations and cost profiles based on customer selection.
- Soft-Launched in May 2025, with post-launch support and updates.

#### Sticky Golf (mobile) April 2024 – Present

- 2D golf platformer solo project for mobile.
- Unique sticking mechanic and fun physics gameplay. Sticky engagement with tested audiences!
- Prototype, core feature development, and visual target achieved. Moving towards full production.

#### Design Lead on unannounced mobile project Jan 2023 – Apr 2024

- Researched market positioning, competitor products, and core audience needs.
- Established design direction, pillars, core loop, and feature set.
- Wrote full project Game Design Document with a lens for design intent and tech implementation.
- Solicited design feedback from stakeholders and future project members.

#### Economy Design on Disaster Town Tycoon (mobile) Sept 2023 – Mar 2024

- Used design, tuning, and balance expertise to assist Disaster Town Tycoon project.
- Evaluated game economy and core loop, detailed out deficiencies, and designed a series of improvement proposals.
- Updated core game and event data to improve retention, playability, and monetization.

#### Design Lead on Katmandu EtherMerge (mobile) May 2022 – Nov 2022

- Established design and creative direction based on production needs, competitive analysis, and client specifications under a tight schedule and budget.
- Created content, communicated feature needs with team, and drove quality for the product.
- Directed and wrote the game narrative and dialogue based off brand direction and character voice. Liaised with client to ensure quality and consistency.
- Pitched design innovations to client that secured additional project funding.

#### Live-Ops Design Lead on Beyblade Burst Rivals (mobile) Sept 2021 – May 2022

- Planned and developed game content from 3.6.0 to 3.11.0.
- Managed localization, brand content, and quality with license holders.
- Worked with Data Analyst and Engineers to boost KPIs via growth hacking experiments.
- Developed 2022 Live-Ops Roadmap for game improvement and content updates.

#### Sr. Game Designer

Rogue Harbour  
Game Studio  
Jan 2023 – Apr 2024

#### Sr. Game Designer

Epic Story  
Interactive  
Sept 2021 – Nov 2022



# SCOTT BALMER

## GAME DESIGNER

### EXPERIENCE CONT

**Sr. Game Designer**  
**Truly Social Games**  
**Vancouver**  
Sept 2018 – Sept 2021

#### **Design Lead for Roll For Adventure: Idle RPG (mobile)**

Sept 2020 – Sept 2021

- Product, vision, and design owner for a new IP fantasy game from concept to launch.
- Worked with stakeholders to establish and manage project plans, features, and asset lists.
- Designed, built, & balanced features, including battle, progression, & world layout for 25 levels of content.

#### **Senior Game Designer on Archer: Danger Phone (mobile)**

June 2020 – Sept 2020

- Analyzed and tuned economy balance to improve player experience, including shootouts.
- Created and iterated on IP brand quality visuals and narrative content.

#### **Senior Game Designer on Gold Mania (mobile)**

Jan 2019 – June 2020

- Designed, prototyped, implemented, and balanced a catalogue of arcade-style mini games.
- Designed, proposed, & prototyped features to improve meta loop and improve KPIs.

#### **Senior Game Designer on various pitches and prototypes**

Jan 2019 – June 2020

- Prototyped and designed 8 new projects across AR, social, idle, & hyper casual game genres.

#### **Game Designer on Draw A Stickman: AR (iOS)**

Sept 2018 – Jan 2019

- Updated and implemented tutorials, maps, UI, enemies, Pencil Powers, & interactive objects across 5 AR world experiences.

#### **Level Designer on unreleased Unreal Engine 4 project**

Sept 2016 – Feb 2018

- Researched, prototyped, grey-blocked, and scripted mission content in UE4 for 8 different levels, in open world, hub and spoke sandbox, and linear styles.
- Prototyped, and iterated on over 40 different mechanics utilizing Blueprint, including puzzles, custom mission content, narrative events, world interactions, and enemy archetypes.
- Worked closely with the Environment, Narrative, and Gameplay teams to create a cohesive player experience through level design.

#### **Mission Designer on Dead Rising 4**

Sept 2014 – Sept 2016

- Worked across multiple different chapters of the game. Mission Owner for final chapter. Built 15 different mission experiences in an open world setting utilizing a proprietary engine.
- Worked with engineers to develop and iterate on dynamic encounter and layering systems to propagate side content and maintain world changes.
- Trained & mentored 2 Junior Designers, in addition to teaching proprietary engine scripting & tool knowledge to other coworkers.

- Development Support – Capcom Vancouver
- Lead Nintendo Compliance Specialist – EA Canada
- Compliance and Functionality Tester – EA Canada

Sept 2012 – June 2014

August 2008 – May 2012

July 2007 – August 2008

#### **AI - Art Institute of Vancouver**

Oct 2005 – June 2007

- Diploma for Game Art & Design and Foundation for Design

- Unreal Engine 4/5 + Blueprint
- Unity
- C#
- Adobe Photoshop

- Maya and Blender
- Miro
- JIRA
- Microsoft Office/Google Doc Suite

**Game Designer**  
**Capcom Game**  
**Studio Vancouver**  
Sept 2014 – Feb 2018

### QA EXPERIENCE

### EDUCATION

### SOFTWARE PROFICIENCIES