

ASHER ROBERTSON

GAMEPLAY & COMBAT DESIGNER

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EDUCATION

Bachelor of Arts in Game Design

- DigiPen Institute of Technology
- Honors (3.5 GPA)
- Psychology Minor
- Teacher's Assistant
 - Game Feel
 - Social Psychology

SKILLS - DESIGN

- Rapid prototyping
- Iterative design process
- Game feel & polish
- Design documentation
- Pitches & presentations
- Playtesting analysis
- Peer review and feedback

SKILLS - TOOLS

- Blueprints
- C#
- Unreal Engine (4/5)
- Unity Engine
- Custom engine editor
- Source Control
- Maya

TEAM PROJECTS

Combat & Systems Designer

Sept 2021 - Apr 2022

Sorcerer Standoff, Third Person Fighter (Unreal 4 & 5)

- Curated design documentation for proposals and specifications of systems, characters, abilities, and mechanics
- Leveraged unique elements and design verbs to craft the abilities, fantasy, and pacing for four characters
- Designed, tested, iterated, and balanced gameplay loops and accessibility for each character via target audience testing
- Regularly engaged in discussions with teammate which included feedback on designs, testing results, and next steps

Gameplay & Combat Designer

Sept 2020 - Apr 2021

Grav-Link, First Person Shooter (Unreal 4)

- Crafted combat encounters and AI behavior through weekly updates with Level designer and AI programmer
- Coordinated and prototyped with Tech team to Integrate systemic design principles into the 'hero weapon'
- Unified disciplines through a master vision document that outlined all level, gameplay, and narrative progression

Gameplay & Level Designer

Sept 2019 - April 2020

Nohra, 2D Platformer (Custom Engine)

- Aided Tech Lead in creating necessary custom engine tools and usability through prototyping and communication
- Interfaced with Art Lead to build set-piece levels that maximized art assets and aligned goals with design intentions
- Collaborated with design partner to craft engaging systems and levels for a wide variety of player skill levels
- Represented the design team at pitches, milestone presentations, and weekly check-ins with other departments

SOLO PROJECTS

Game Designer

Sept 2021 - Dec 2021

Amsterdam Bicycle Fishery, First Person Fantasy Sim (Unity)

- Utilized in-depth research of real-life profession to prototype, iterate, and polish mechanics and progression
- Implemented unique design and script solutions to maintain believability of the simulation without sacrificing fun
- Established efficient asset pipelines that improved level population and an expressive player customization system

Gameplay & Level Designer

Jan 2021 - Apr 2021

Droplet, Third Person Platformer (Unity)

- Married narrative with system design by mirroring mechanical progression to the character's emotional state
- Led the player to a cathartic finale through purposeful encounters that taught and tested mechanical mastery

Combat Designer

Sept 2019 - Dec 2019

Cats of Giza, Asymmetrical Strategy (Analog)

- Balanced an engaging, asymmetrical 1v1 card game combat system through rapid iteration and testing in 6 weeks
- Converted and balanced 1v1 card game into a 2v2, asymmetrical ranged combat board game within another 6 weeks