THEO ERICKSON

TECHNICAL GAME DESIGNER

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Industry Experience

TECHNICAL DESIGNER II
SUPER EVIL MEGACORP
TMNT: Splintered Fate & Unannounced AAA Project - New IP | www.superevilmegacorp.com
PROPRIETARY ENGINE
JUNE 2023 – PRESENT

- Designed and implemented a new playable character, from concept through full gameplay integration, with a unique combat kit, narrative events, and balance/feedback passes.
- Contributed to early-stage prototyping and post-launch development, creating new systems/ideas for the cancelled AAA title and live service content/updates to TMNT.
- Collaborated with senior designers to develop two unique boss characters, creating their combat kits, balancing, and integration into the game's dynamic combat system.

- Drove the technical design efforts, creating streamlined C++ and custom scripting tools that empowered the design team to implement complex systems more efficiently.
- Contributed to system and workflow improvements, enhancing iteration speed and collaboration across teams through prototyping and technical improvements.
- Worked cross-departmentally with Art, Animation, VFX, and Engineering to iterate on core gameplay, FX, UI, and animations for the moment-to-moment player experience.

TECHNICAL DESIGNER
DEVIATION GAMES
Unannounced AAA Project - New IP | www.DeviationGames.com
UNREAL ENGINE 5
APRIL 2020 – MAY 2023

- Designed and integrated the weapon system via a data-driven framework in C++ with Blueprint exposure
- Collaborated teams to iterate on core combat systems, player abilities, weapons, and balancing for PvE and PvP.
- Developed weapon attachment system, and rapid prototyping/customization of weapon configurations.

- Hosted design discussions and created documentation to guide Art and Engineering on combat system design plans.
- Extended the Inventory System to integrate player equipment with active and passive combat effects for custom loadouts.
- Incorporated gameplay feedback to refine combat designs ensuring engaging experiences for both PvE and PvP.

GAMEPLAY DESIGNER
ROBITS PLAYGROUND HEROES
Isometric Action Puzzle Game | 3rd Person Action Co-Op Souls-like | theoerickson.com/portfolio
UNREAL ENGINE 4
NOV 2018 – APRIL 2020

- Amplified movement system to add climbing and shimmying to add dynamic infiltration options and vertical level design
- Polished animations utilizing Blendspaces and keyframing/ sequencer tools for smoother transitions and better utility
- Prototyped in game level editor to allow for custom user generated content in a future content update

- Designed combat system with input buffering logic to allow fluid connections between attack and movement options.
- Developed 2 Bosses from conception to full implementation, continuing to balance based on player feedback
- Created interaction systems for characters to add narrative exposition and trigger events to progress the game state

Key Skills

RELEVANT SKILLS
C++, Unreal 4/5, C#, Unity, P4V, Java, Python, C, Adaptability

PERKS
English/Spanish, 2nd degree black belt samurai warrior 🥷

Education / Internships

UCSC: BASKIN SCHOOL OF ENGINEERING
BS Computer Science: Game Design
Game AI, Interactive Narratives, Foundations of Play.

CODE CREW
Unity Game Development Course Creator (Summer)
Created Unity Courses for high school Game Dev classes.