



# THEO ERICKSON



TECHNICAL *GAME* DESIGNER

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## Industry Experience



### TECHNICAL DESIGNER

TMNT: Splintered Fate & Unannounced AAA Project - New IP | [www.superevilmegacorp.com](http://www.superevilmegacorp.com)

- Owned a core character progression system from brainstorming to implementation.
- Expanded both C++ and proprietary scripting language, creating generic functionality usable in both.
- Designed new character ideas and post-launch features
- Linked system development with designers regarding player archetypes, equipment, progression, and general balancing
- Engaged in active discussions and planning with Art, Engineering, and Sound to polish my system presentation
- Transitioned engine code improvements between projects

PROPRIETARY ENGINE



JUNE 2023 - PRESENT



### TECHNICAL DESIGNER

Unannounced AAA Project - New IP | [www.DeviationGames.com](http://www.DeviationGames.com)

- Integrated Gameplay Ability System within our core combat design, linking weapons and player abilities.
- Led design discussions about combat system & iterations
- Authored data-driven weapon system via C++ & Blueprints.
- Applied gameplay feedback on both PvE and PvP modes
- Collaborated with fellow designers on player vs AI balancing
- Drafted design documents instructing Art and Engineering.
- Oversaw all systems related to combat and weapons.
- Extended Inventory System to integrate player equipment with active and passive combat effects.

UNREAL ENGINE 5



APRIL 2020 - MAY 2023

## ROBITS PLAYGROUND HEROES

### COMBAT / GAMEPLAY DESIGNER

Isometric Action-Infiltration Puzzle Game | 3rd Person Action Co-Op Souls-like | [theoerickson.com/portfolio](http://theoerickson.com/portfolio)

- Amplified movement system via dynamic infiltration options
- Programmed climbing and shimmying for vertical level depth.
- Polished animations utilizing Blendspaces and keyframing/sequencer tools
- Connected Blendspaces and animation logic to player input and core game architecture
- Designed combat system with fluid moves between attack and movement options.
- Innovated 2 Bosses from paper designs to direct programming implementation
- Implemented interaction systems for characters to discuss the game world and trigger cutscenes related to level design

UNREAL ENGINE 4



NOV 2018 - APRIL 2020

## Key Skills

### RELEVANT SKILLS

C++, Unreal 4/5, C#, Unity, P4V, Java, Python, C, Unit, Git

### PERKS

English/Spanish, 2nd degree black belt samurai warrior

## Education

### UC SANTA CRUZ: BASKIN SCHOOL OF ENGINEERING

BS Computer Science: Game Design

SEPT 2014 - JUNE 2019

Deans List 2018 - 2019