THEO ERICKSON

TECHNICAL *GAME* DESIGNER

in/thelonius-erickson   https://www.theoerickson.com/   theoserickson@gmail.com

Industry Experience

SENIOR TECHNICAL DESIGNER

SOVEREIGN AXE STUDIOS

UNREAL ENGINE 5

Unannounced Action Platformer - New IP | sovereignaxestudios.com

JUNE 2025 – PRESENT

- Designed core gameplay architecture in Unreal Engine 5, building the foundational systems for character and combat mechanics.
- Architected the C++ structure for character classes, combat integration through Unreal's Gameplay Ability System.
- Implemented extensible gameplay frameworks supporting input combos, player upgrades, and combat flow, ensuring scalability and ease of iteration across content teams.
- Constructed data-driven pipelines using Unreal's Data Assets, so designers can rapidly iterate upon gameplay implementations.
- Mentored junior designers/programmers, delegating work, providing technical guidance, and fostering collaboration.
- Contributed to planning milestones and project timelines, balancing individual technical contributions with leadership responsibilities to support project vision.

TECHNICAL DESIGNER II

SUPER EVIL MEGACORP

PROPRIETARY ENGINE

TMNT: Splintered Fate & Unannounced AAA Project - New IP | www.superevilmegacorp.com

JUNE 2023 – MAY 2025

- 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

UNREAL ENGINE 5

Unannounced AAA Project - New IP | www.DeviationGames.com

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.

Key Skills

RELEVANT SKILLS
C++, Unreal 4/5, C#, Unity, P4V, Proprietary Engines, Tools engineering, Cross Department Collaboration, Game AI

PERKS
English/Spanish, 2nd degree black belt samurai warrior 🧑‍🎤
Facilities Supervisor for a local non-profit Makerspace 🛠️

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.