

THEO ERICKSON

TECHNICAL GAME DESIGNER

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Industry Experience



TECHNICAL DESIGNER

Unannounced AAA Project | 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.
- Designed unique weapon matrix system crossing weapon origin and type for over 40 weapons.

UNREAL ENGINE 5



APRIL 2020 – PRESENT



COMBAT DESIGNER

Isometric Action-Infiltration Puzzle Game | www.RobitsGame.com

- Amplified movement system via dynamic infiltration options
- Wrote code to add climbing and shimmying for vertical level depth.
- Polished animations utilizing Blendspaces and keyframing/sequencer tools
- Extended editor tools to allow in game level editing via custom level editor.

UNREAL ENGINE 4



JUNE 2019 – APRIL 2020



GAMEPLAY DESIGNER

3rd Person Action Co-Op Souls-like | www.PlaygroundHeroes.webflow.io

- Innovated 2 Bosses from paper designs to direct programming implementation
- Linked Blendspaces and animation logic to player input and core game architecture
- Crafted immersive cutscenes using sequencer
- Designed combat system with fluid moves between attack and movement options.
- Coded in a noise-based wind material for our stylized forest levels.
- Implemented heirchical LOD's that remained optimized across computer configurations

UNREAL ENGINE 4



NOV 2018 – JUNE 2019

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