COLE NAVARRE ESPARZA

GAMEPLAY DESIGNER

Los Angeles, CA

(562) 665-2990

cnesparz@gmail.com

LinkedIn

KEY SKILLS

- Combat Design
- Encounter Design
- Hero Design
- Event Gameplay

SOFTWARE

- Unreal Engine 5
- Unreal Engine 4.85
- Perforce & Git
- Jira & Miro

PROGRAMMING

- Blueprint, Behavior Trees
- C, C#, C++
- Python, Lua
- Java, JavaScript

EDUCATION

BACHELOR'S DEGREE, COMPUTER SCIENCE: GAME DESIGN
University of California, Santa Cruz
2018 – 2020

ASSOCIATE'S DEGREE, COMPUTER SCIENCE
Fullerton College
2014– 2018

PROFILE

Game Designer in the industry for 5+ years that specializes in combat and gameplay design. I have a passion for creating engaging and immersive experiences for players of all backgrounds.

EXPERIENCE

SENIOR GAME DESIGNER – FORTNITE BATTLE ROYALE
Final Strike Games *Jul 2025 – Present*

Fortnite Chapter 7 Season 3

- Key design stakeholder for Power Hour production pipeline, gameplay blueprint implementation, and Live Ops event activation for Ch7S3.
  - Power Hours in Ch7S3 garnered a CCU of 3.6 million players.
- Product owner and design stakeholder for Quack Snacks consumable from prototype through release.

Fortnite Chapter 7 Season 1

- Designed and implemented mid-match gameplay modifiers through new Rift Anomaly system introduced.
- Product owner and design stakeholder for Legendary POI system.
- Assisted Level Design on map Gameplay Features for Inno Loop Particle Accelerator Tunnels.

GAMEPLAY DESIGNER
Sword & Wand, Inc. *May 2023 – Dec 2024*

Unannounced In-House Project

- Owned enemy characters from concept to delivery, overseeing move-sets, stats, behaviors, and encounter design.
- Fine-tuned combat animations on player and enemy attacks for game feel, based on player feedback and player data.
- Designed and implemented dynamic and combative character types for players to engage with.
- Collaborated with each discipline, engaging in open discussion to create an immersive and compelling experience for players of all backgrounds and skill levels.
- Created various gameplay gyms for easier testing for cross-discipline pods.
- Researched and pitched speculative gameplay systems for client work.

GAMEPLAY DESIGNER
Hidden Leaf Games *Mar 2022 – Feb 2023*

FANGS

- Led development and implementation of new heroes into Production and finally ensuring a sound release.
- Prototype and created alternate playstyles through Hero Augment system for owned heroes on the roster.
- Utilized player data and collaborated with design team to address and resolve hero balance issues.