

COLE NAVARRE ESPARZA

GAMEPLAY DESIGNER

KEY HIGHLIGHTS

- Co-Dev designer delivering character abilities and gameplay mechanics for Epic Games (Unannounced Project)
- Gameplay Abilities and Combat Design experience in Isometric, 3rd Person and 1st Person projects AA and AAA projects
- Owned the pipeline for Enemy Design inclusive of working with and getting deliverables from art, animation, tech art, VFX, audio, and other disciplines.
- Capable Technical Designer taking systems from design documentation to Complete using Unreal 5, Unity, Verse, Roblox, C#, C++ and scripting capabilities.
- Pitched, Implemented, and Shipped partner Roblox content for brands such as Ralph Lauren.
- Functional as a stand alone designer, or as a part of a cross-disciplinary pod.

WORK EXPERIENCE

Gameplay Designer | Sword + Wand

REMOTE, CA | MAY 2023 — PRESENT

(Co-Development Projects)

- Pitched, designed, and shipped a gameplay contract for Epic Games and Fortnite
- Facilitated cross-discipline brainstorming sessions for writing specs and pitches for both Epic Games and Roblox
- Participated in weekly playtests and then adapted on tasks based on player feedback
- Worked alongside animation, engineering, VFX, and art on iterating gameplay features to ensure top quality for clients.

(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 to allow for easier testing for our cross-discipline pods.
- Researched and Pitched speculative gameplay systems and features for potential client work

DETAILS

Los Angeles, CA

[Portfolio](#)

cnesparz@gmail.com

[LinkedIn](#)

SOFTWARE

Unreal Engine 4.85 & 5

Git, Perforce

Figma, Adobe Xd

Jira

Miro

SKILLS

Combat Design

Hero Design

Encounter Design

Pitch Drafting

Documentation

Prototyping

Data Analysis

PROGRAMMING

Blueprint

Behavior Trees

Lua

C, C#, C++

Python

Java, JavaScript

EDUCATION

**2020 | Bachelor's of Science
Computer Science:
Game Design**

University of California,
Santa Cruz

**2018 | Associate's of
Science: Computer Science**

Fullerton College, CA

WORK EXPERIENCE CONT.

Game Designer | Hidden Leaf Games ([Fangs](#))

REMOTE, CA | MARCH 2022 — FEBRUARY 2023

- Led the development and implementation of new heroes into Production, and finally ensuring a sound release
- Prototyped and created alternate playstyles through the Hero Augment system for multiple heroes
- Utilized player data and collaborated with the design team to address and resolve hero balance issues
- Successfully aligned with cross-disciplinary stakeholders to deliver polished and production-ready heroes
- Established a successful pipeline of delivering Heroes and alternate play styles that resonated with the player base
- Maintained and balanced owned heroes while in a live service setting utilizing player data

Technical Designer | Funomena ([Ralph Lauren: Winter Escape](#))

REMOTE, CA | MARCH 2021 — MARCH 2022

- Successfully developed and launched an ice skating mini-game, resulting in 136,000 daily active users and 4.7 million total players
- Utilized Roblox Studio's in-engine tools and Lua library to prototype and implement mechanics and UI to ensure ease of access to tuning knobs
- Continuously improved upon existing gameplay based off direct team and player feedback

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