

Skills

- An articulate and thorough design documentation writer.
- Confident and effective team leader.
- Very strong problem analysis and resolution skills with current or prospective systems.
- A highly effective, diplomatic, and articulate cross-department communicator.
- Strong understanding of social and viral game design.
- Highly efficient teammate and individual.

Tools

- | | | |
|----------------------|-------------------|---------------------|
| • MS Office 2010 | • Hero Engine | • Microsoft Project |
| • MS Visio 2010 | • Gamebryo | • Hansoft Project |
| • Photoshop CS5 | • Unreal Engine 2 | • Test Track Pro |
| • Visual Studio 2008 | • Arkane Engine | • JIRA |
| • Ultra Edit | • Unity | • Alienbrain |
| | | • SVN |

Experience

System Designer II, KingsIsle Entertainment | Austin, TX | September 2012 – Present

- Wizard 101 | **PC**
 - Designed and implemented Gear, Spells, Crafting, Mobs, etc.
 - Rebalanced Gear/Mob stat progression, PvP rating system, and PvP rewards
 - Identified and created solutions for revamping Wiz101 PvP

Game Designer (Lead), UTV Ignition | Austin, TX | January 2010 – Present

- Faxion Online | **PC**
 - Lead a team of 6 designers, both systems and content from Jan. 2011 to May 2012.

Contract Designer, Stray Bullet Games | Austin, TX | September 2009 – March 2010

- Omega Wars (Working Title) | **PC - Facebook**

Contract Designer, Critical Mass Interactive | Austin, TX | July 2009 – September 2009

- Undisclosed Online Turn-based Strategy Title | **PC**

Game Designer, Stray Bullet Games | Austin, TX | September 2006 – June 2009

- Shadowbane | **PC**
 - Undisclosed Future-Fantasy MMORPG | **PC**

References available upon request or view my recommendations on my LinkedIn Profile at <http://www.linkedin.com/in/brianlucas>