HYRUM GUNTHER
Game Designer

☎ (435) 232-7075 ✉ hygunth@gmail.com

🌐 www.hsgunther.com

SKILLS

DESIGN
- Gameplay & Mechanics
- Design Documents
- Systems Design
- Level Design
- Combat Design
- AI Behavior
- Prototyping
- Animation State Machines
- Game Narrative
- 3D Modeling
- Texturing

TECHNICAL
- C#/C++
- Unreal Blueprints
- Unity
- Git & Perforce
- Maya

PROFESSIONAL
- Problem Solving
- Playtesting
- Interdisciplinary Collaboration
- Public Speaking & Pitching
- Agile Methodology/Jira
- Production & Development

EDUCATION

MASTER OF GAME DEVELOPMENT
University of Utah | 2021-2023

BS: COMPUTER ENGINEERING MINOR: CS, DANCE
BYU | 2016-2020

GAME EXPERIENCE

HOGWARTS LEGACY (AVALANCHE STUDIOS) | 2023
DESIGNER

- Tracked, organized and placed collectible resources in the open-world to support player progression and game flow
- Contributed to level design using strategic placement of assets to enhance the player experience
- Supported combat designers through the implementation and upkeep of enemy behaviors and open-world camps
- Coordinated with level designers, systems designers, and environment artists to ensure my work meshed well with other aspects of the open-world experience

ECHO OF THE LAST LIGHT (FAT BEAR SOCIETY) | 2023
GAMEPLAY DESIGNER & PROGRAMMER

- Designed and implemented gameplay mechanics, levels, and combat experiences for a 3D action-puzzle game
- Designed and created AI behavior trees for both enemies and the player's pet companion
- Created and iterated on level designs to enhance player navigation and gameplay experience
- Integrated animation assets into gameplay systems via animation state machines and blueprints
- Facilitated internal and external playtesting and processed feedback to aid in team discussions and development

TALE OF TWO CROWS (CROW'S BOW GAMES) | 2021
DESIGNER, ENGINEER

- Designed and implemented competitive multiplayer systems with cooperative elements
- Organized efforts of engineers, artists, and designers in a collaborative environment
- Developed core gameplay systems including player/enemy behavior, game-state, and UI

SLAY (RETRO REMIX GAMES) | 2021
DESIGNER, ENGINEER

- Designed and implemented movement and physics mechanics to expand core gameplay loop
- Collaborated with artists to integrate 2D assets into the Phaser3, web-based project

PROFESSIONAL EXPERIENCE

SPACE DYNAMICS LABORATORY | 2020-2021
HARDWARE ENGINEER

- Designed, implemented, tested, and validated software and hardware for control of space instrumentation