

# CONNOR FALLON

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## CORE

### Game Designer

Identifying project “pillars” and creating elements that strengthen those pillars  
Solving difficult challenges within systemic constraints and resource limits.  
Collaborative partnership and fostering vision across disciplines.

## WORK EXPERIENCE

### Game Designer at Schell Games | January 2013 - May 2016

Main path design on a number of shipped titles, including:

*I Expect You To Die (Level Lead)*      *4 Proto Awards including Game of the Year*

- Experimented with shaders and movement to create a coaster-like “Bond Intro” in VR
- Expanded existing behavior set to create responsive VR interactions and puzzles
- Rapidly iterated to harness the tactile nature of Oculus Touch Controllers

*Lexica: Seeker (Chapter Design Lead)*      *Zelda-like Action Adventure Game*

- Key design work on six levels, from whitebox to completion, with over 150 interlocking scripts
- Remixed existing building blocks to create several new reusable gameplay elements

*Enemy Mind (Lead Designer)*      *Sidescrolling Shooter*

- Balanced and reimagined classic genre around the ability to become any ship you see
- Designed ship abilities and cross-ship interplay to keep the player engaged

### Design Lead at Golden Glitch Studios LLC | Fall 2013 - Present

Founding member of LLC and lead designer on *Elsinore*, a time-traveling narrative exploration game for PC based on Shakespeare’s *Hamlet*

- Developed a system to choose appropriate narrative responses based on character knowledge
- Created a “Mood” mechanic to limit content explosion and prevent emotional whiplash

## SIDE WORK

### Socrates Jones: Pro Philosopher (Independent) | Fall 2013

Philosophical twist on *Ace Attorney*. Average user rating of 4/5 on Kongregate with over half a million plays to date. Writer, designer, and project lead.

- Created “argument mechanics” in order to teach the essentials of critical debate
- Leveraged humor and drama to invest gamers in the views of classical philosophers

*More details on these and select additional projects at [www.connorfallon.com](http://www.connorfallon.com)*

## SKILLS

### Fluent

Unity/C#  
Virtual Reality  
Level Design  
Puzzle Design  
Adobe Flash

### Proficient

Visual Scripting  
Narrative Design  
Photoshop  
Video Editing

### Familiar

Python  
Sound Design  
Unreal  
Maya

### Carnegie Mellon University

BA in Creative Writing with a focus on programming & game development  
President of Game Creation Society for three years, completing six semester-long projects