Cory Williams

Game Designer

Contact

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Portfolio
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Skills

- Systems Design
- Combat Design
- Gameplay Balancing
- UE4/UE5 Expertise
- Source Control
- Project Management/Producing
- Jira/Trello
- Animation blueprints and montages
- Level/World Design
- Playtesting and Feedback implementation
- Quality Assurance
- Documentation

Education

Bachelor of Science: Game Design
Full Sail University – Winter Park, FL
GPA: 3.84 - Salutatorian

Creative, imaginative and team-oriented game designer with 4 years of experience working on medium and large-scale projects at Epic Games on Fortnite and Symbiotic Games. Fluent in UE4/UE5 blueprinting, passionate and innovative in combat/encounter design and systems design. Looking to leverage and expand my design skills into a role as a designer with Intrepid Studios on Ashes of Creation.

Projects

Fortnite (Quality Assurance) / Epic Games
- Executed test cases thoroughly to maintain the stability of new and existing features.
- Write clear and concise bug reports to track issues and verify their fixes.
- Communicate issues and escalate if necessary to ensure high priority issues are resolved.
- Provide daily troubleshooting support to teammates to navigate testing blockers.
- Assign tasks to teammates to meet release deadlines.

Incarnation (Gameplay/Systems Designer) / Symbiotic Games LLC
- Designed, prototyped, champion and implemented more than 5 gameplay systems that include player progression, itemization, crafting, gathering, combat and world interactions.
- Maintained overall balance between all gameplay systems.
- Developed and maintained documentation encapsulating all systems and further breakdowns.
- Interated, balanced and fine-tuned features based on feedback from the dev team and playtesting.
- Communicated, coordinated and participated in a cross-studio team environment across engineering, QA, art, FX and sound teams.
- Maintained adaption, detail-oriented, well organized and a great communicator throughout the dev cycle.

Arch's Adventure (Systems/Level Design) / Methodical Mayhem
- Player character, animations, locomotion.
- Combat/encounter design with enemy AI (melee, ranged, bosses).
- Power up system, roguelike for stat manipulation.
- Level Design/Environmental Hazards.

Work History

2021-04 - Current

Quality Assurance
Epic Games, Cary, NC
- I am currently working as a tester on the initiatives QA team. My responsibilities are to thoroughly test different systems in Save The World and Creative modes in Fortnite.

2019-01 - Current

Gameplay/Systems Designer
Symbiotic Games LLC
- Create and design multiple systems to create a significant and fun experience for the player through gameplay loops and mechanics.

2011-07 – 2018-09

Military Police Officer/Law Enforcement Officer
US Army
- Conducted law enforcement operations in support of state code statues.