

CONNOR FALLON

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CORE

7 Years of Professional Game Design Experience

Surprising and delighting players with fresh content built within existing constraints
Uniting experience in gameplay and narrative to maximize overall impact
Motivating teammates by including them in all stages of the design process

WORK EXPERIENCE

ArenaNet | Game Designer | August 2016 - Present

Content designer on *Path of Fire* expansion and Living World episode *A Star To Guide Us*

- Owned six main path story chapters, implementing both open world and solo content
- Scripted unique mechanics for key set pieces, including a sniper battle and a “mini RTS”
- Iterated on overall story structure for *Path of Fire*, including resolving tonal conflict in epilogue
- Designed themes and skills for five distinct armies used throughout Living World episodes

Golden Glitch Studios LLC | Lead Designer | Fall 2013 - Present

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

- Hired and managed contractors, determined project vision, and scheduled events w/ other leads
- Designed core narrative sim and tools which allow players to visualize and manipulate that sim
- Reduced content scope by introducing character mood mechanics to better control sim edge cases

Schell Games | Game Designer | January 2013 - May 2016

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

- *I Expect You To Die* | Expanded existing behavior set to create responsive VR interactions and puzzles. Spearheaded the creation of a stylized VR “Bond Intro” featured on *Art of the Title*
- *Lexica: Seeker* | Key design work on six levels, from whitebox to completion, with over 150 interlocking scripts. Remixed existing building blocks to create new reusable gameplay elements

SIDE WORK

Socrates Jones: Pro Philosopher (Independent) | Fall 2013

Writer, designer, and project lead. Philosophical twist on *Ace Attorney*

Average user rating of 4/5 on Kongregate with over half a million plays to date

- Created “argument mechanics” 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

SKILLS

Fluent

Unity/C#
Level Design
Puzzle Design
Scripting

Proficient

Narrative Design
Encounter Design
Virtual Reality
Photoshop

Familiar

Python
Sound Design

Carnegie Mellon University | Class of 2012

BA in Creative Writing with a focus on programming & game development

President of Game Creation Society for three years, completing six semester-long projects