

Bryce Williams

bwgamedesign.com

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PROFESSIONAL

PlayDots Game Designer, *Mar 2019 – Jan 2023*

- Designed levels, mechanics and features for the mobile game Two Dots.
(Apple Editor's Choice, Google Play Editor's Choice, **over 1 mil. daily active users**)
- Crafted thousands of levels for multiple content releases and weekly events.
- Lead mechanic development team to hit scheduled releases & iterate design process.
- Wrote design specs and documented process improvements.
- Reviewed game analytics to spot strengths and weaknesses of content updates.
- Gauged player health and enjoyment through data and social media.
- Monitored and ensured live events are running and balanced.
- Communicated with all departments to sync up plans for future projects.

The New School Lab Technician, *Jan 2012 – Feb 2019*

- Co-managed the Graphics Lab, Laser Cutting Lab and 3D Printing Lab; handled documentation, setup for machines, and advising student workers.

Win 2 Learn Game Design Instructor, *Jan 2014 – Sept 2015*

- Taught game design to multiple grade levels, focusing on coding and prototyping.

PERSONAL

Education

Bachelors of Design & Technology *The New School, 2013*

Helped create & manage the Parsons Game Design Club as Chief Technical Officer.

Assisted with creating events, as well as organizing tournaments and installing consoles and equipment.

Skills

Unity 3D, Adobe Creative Suite, Sourcetree, Jira, Microsoft Excel, Figma, Mechanic Design, Feature Design, Data Analysis, Project Management, Rapid Prototyping, Quality Assurance, Interpersonal Skills, Cross-Discipline Collaboration

Hobbies

Enamel pins, vinyl records, retro video games, 3D printing