

# Rick Dodds

## Game Designer

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[Rick-dodds-portfolio.com](http://Rick-dodds-portfolio.com)

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I'm an experienced Game designer with five years of experience, two shipped games, and a Master's in Game Design. I've primarily worked in Level, Technical and Narrative Design Fields. But I love all things game design, and I've touched on combat, systems, balance, and optimisation during my career.

## SKILLS

### Design

- Level Design, block out to shipping
- Game systems design, pitching, planning, prototyping, and implementation
- Encounter and Enemy Design, intended feel and flow, AI system implementation
- Quest Design, paper design to shipping
- Clear and detailed Design Docs
- Playtests, conducting, planning, questionnaire and exit interviews
- Vision Holding features, from conception to ship

### Additional Skills

- Significant experience in planning and optimising workflows and interdepartmental pipelines
- Strong problem-solving skills
- High level of written communication
- Comfort with public speaking and verbal communication
- Strong work ethic, Self-motivated, Attention to detail
- Experience both in leading and Collaborating
- High level of analysis and critique skills in both design and code
- Mentoring and teaching fellow developers to grow both their technical and design skills

### Software

- Unreal, Unity, Gamemaker, RPG maker - 8 years
- Visual Studio, Sublime, GNU Emacs - 5 years
- Jira, Confluence, Miro, Adobe Suite - 5 years
- WorldMachine - 1 year

### Programming Languages

- Blueprint - 8 years
- C, C ++, C# , Java - 5 years
- GameMaker - 1 year
- HTML, CSS, JavaScript, PHP - 2 years

## PROFESSIONAL PROJECTS

**Cosmorons** — *Rogue-lite Survivor-like Arcade shooter built in Unreal Engine*

**Two Unannounced Titles** — *Tactical FPS built in Unreal Engine*

**Level Designer** JAN 2025 - MAR 2026

[Available Here: https://store.steampowered.com/app/2590750/Cosmorons/](https://store.steampowered.com/app/2590750/Cosmorons/)

My core responsibilities included

- Full level Design pipeline, Level gym and particularly the in-engine process and workflow across multiple projects
- Design, Documentation and implementation of core game systems and mechanics
- Balancing of weapons, enemies and rewards across multiple projects
- Enemy and Encounter design, in-engine implementation and iteration of AI behaviour.
- Cross-disciplinary point person for in-engine implementation and design

## **FlintLock: Siege of Dawn** — *Action RPG built in Unreal Engine*

**Intermediate Designer** OCT 2021 - MAY 2024

Available Here: [https://store.steampowered.com/app/1832040/Flintlock\\_The\\_Siege\\_of\\_Dawn/](https://store.steampowered.com/app/1832040/Flintlock_The_Siege_of_Dawn/)

My core responsibilities included

- Planning and collaborating on both the core Game Pillars and the Level Design Pillars
- Standards and workflow for both Level Design and Quest Design teams
- Paper Design and implementation of roughly half the game's quests
- Oversaw and implemented optimisation on all level loading and level streaming systems
- Working with artists from start to finish on multiple levels (grey boxing, iterating and polishing) as well as co-owning and vision-holding

## **The Tribe Game** — *turn-based RPG built in RPG Maker*

**Lead Developer** JUN 2021 - OCT 2021

Available Here: [https://store.steampowered.com/app/1904330/The\\_Tribe\\_Game/](https://store.steampowered.com/app/1904330/The_Tribe_Game/)

My core responsibilities included

- Planning the core game pillars with direction
- Re-designing and re-implementing their combat system from scratch
- Implementing and overseeing source control
- Setting up style and consistency guidelines for Code, Cinematics and Combat

## **EDUCATION**

### **CG Masters Academy, Online**— *Level Design Course*

The goal was to get formal training in Level Design from an experienced Designer. In this 10-week course, I worked on a new blockout each week of wildly different styles and genres. Learning new Level Design approaches in the process.

October 2024 - December 2024

### **Victoria University of Wellington, Wellington**— *Master of Design Innovation*

Here, I designed a system that changes the player's character's personality based on how they play the game, branching the narrative accordingly. This project required user testing and an extensive thesis outlining the system's design requirements, strengths, and weaknesses.

Game available here: <https://bit.ly/LudonarrativePrototype>

Thesis available here: <https://bit.ly/NovelNarrativeSystem>

February 2019 - December 2020

### **Victoria University of Wellington, Wellington** — *Graduate Diploma in Design Innovation*

February 2018 - December 2018

### **Otago University, Dunedin**— *Bachelor of Arts, Major - Philosophy, Minor - Computer Science*

February 2013 - March 2017

See more projects at [rick-dodds-portfolio.com](http://rick-dodds-portfolio.com)