

Erik Robson

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As a game designer, my goal is to use my understanding of space, pacing, narrative, atmosphere, and the psychology of learning in order to create irresistibly compelling interactive experiences.

SKILLS

- Versed in level/game design at all levels – level layout, system design and analysis, pacing, PvE and PvP combat balancing, puzzle design and contextualization, narrative integration, usability testing, character dialog, player retention, and all the other nasty bits that managing a game design entails
- Affinity for atmosphere - extensive experience using lighting, visual FX, and sound to capture a mood
- For level and asset creation, experienced with Hammer, Unreal, Unity, and Maya.
- For documentation and game design work, experienced with Excel, Illustrator, Visio, Word, and The Brain (a mind-mapping utility)
- Scripting experience in C#, Lua, Unreal 5 BP, and ECMAScript
- Deep practical playtesting experience – I've run hundreds of playtests and post-playtest interviews and organized the results into clear action items for the team
- Excellent verbal and written communication skills with an emphasis on design documentation and upkeep
- Extensive management experience
- Passionate gamer and student of game design across genres and platforms

- During the pandemic I developed a recipe for the perfect burrito

WORK HISTORY

Expert Game Designer – That's No Moon

Unannounced project (01/2024–08/2024)

- Level layout in Unreal 5
- Encounter design
- Exhaustive design documentation and production planning
- Scripting in Blueprint

Designer/artist - Valve Software

Unannounced project (2020-2023): Level design - layouts, lighting, combat encounters, and puzzles

Artifact Foundry (2.0 Beta) (2018-2020): Single-player content design and scripting - a full beginner campaign, bonus puzzles/challenges, and a new tutorial

Artifact 1.0 (2016-2018): Visual FX - responsible for creating about 2/3 of the spell FX. (Notably, no game design!)

The Lab (VR) (2014-2016): Lead on the "Secret Shop" and "Solar System" sections - game design, C# scripting, 3D modeling, visual FX, lighting, and lots of VR prototyping. Additional VFX in Slingshot and the Hub

Unannounced project (2013-2014): Single-player level design - open world layouts, systemic/modular encounter design, VFX

Unannounced project (2013): R&D on an exploration of games in education (and the medium's untapped potential)

Team Fortress 2 (2012-2016, providing support on the side): Item mechanics and VFX

DOTA 2 (2012-2013): Hero mechanics and Visual FX - heroes Death Prophet, Dragon Knight, Lifestealer, Shadow Demon, Luna, Undying, KotL, and Medusa

CSGO (2011-2012): Visual FX – Weapon feel tuning and all shipping FX (weapon, impact, and environmental)

Portal 2 (2010-2011): Level design on 3 maps and lighting & polish on 10 maps

[Lead Designer - Double Fine Productions](#)

Brutal Legend (2005-2010)

- Managed 2 game designers
- Wrote comprehensive design documents from based on a shared creative vision
- Developed and implemented a production plan focused on nailing essential gameplay as early as possible, using multiplayer modes as a proving ground for mechanics that could then be leveraged in the single-player game
- Charted out a complete single-player campaign experience from the story level all the way down to the mission level
- Performed quantitative analysis of playtesting data in order to maintain parallel single and multiplayer game modes with minimal system and data changes

Psychonauts (2002-2005)

- Managed a 6-member world-building team
- Produced extensive documentation for game systems and individual level designs
- Personally responsible for gray-box layout and lighting for every level but the upper Asylum
- Levels were constructed in Maya and scripted in Lua
- Tim Schafer and I were nominated for a Game Developers Choice Award in Game Design for Psychonauts in 2006 (We lost to Shadow of the Colossus, rightfully so.)

Lead Designer - 3DO

Lead Designer on **Crusaders of Might and Magic (PC)**, **Warriors of Might and Magic (PS2)**, and **Shifters (PS2)** (1999–2002)

- Managed a design team of 2-4 amidst some very aggressive schedules
- Game design documentation
- Establishing and maintaining stylistic standards
- Responsible for my team-proportionate share of each game's levels
- Lighting on all levels

Level Designer - Cyclone Studios

Requiem: Avenging Angel (1998–1999)

- 5 single-player maps and 2 deathmatch maps
- Responsible for lighting all levels

EDUCATION

- 1996 M.F.A. in Sculpture, Washington University, St. Louis, MO
- 1993 B.F.A. in Sculpture, Virginia Commonwealth University, Richmond, VA
 - Minor in Painting and Printmaking
 - At VCU, recipient of the Charles Renick Undergraduate Sculpture Award