

JUSTIN M. LYLE

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 AUSTIN, TX 78653

SUMMARY

Game Designer and Developer with two shipped titles and a passion for the small elements that add up to a great experience. I focus on fidelity, detail, and fun in my work to show that the best way to build a profitable product is to build a quality game.

EXPERIENCE

LOST BOYS INTERACTIVE

2023-2024

Senior Mission Designer

- Mentor Junior and Mid Level Designers
- Instruct and Establish the proper usage of a proprietary Blueprint Mission Scripting Systems
- Design, Pitch, and Script gameplay content in levels including events, encounters, and interactions
- Collaborate with Art, Narrative, and others in order to build a cohesive experience
- Create, Design, and Implement Missions for an unannounced FPS ARPG/Lands-like looter shooter
- Planning assets required for Quests and Missions

ASPYR MEDIA

2022-2023

Level Designer - Mission Scripter

- Implement Bioware-Styled branching narrative RPG quests using proprietary scripting logic in an Unreal 5 Blueprint environment on the Star Wars: Knights of the Old Republic Remake design team.
- Design and Implement Gameplay features and levels using Unreal 5 Blueprints
- Design and Implement User Interface using UMG UI and Unreal 5 Blueprints
- Write gameplay scripts to manipulate quest states, level environment, loot, dialogue, door controls etc.
- Iterate upon Missions and Designs with stakeholders in a deadline based environment.
- Mentor and Train Jr. Designers.

BLUE FISH GROUP

2019 – 2021

Developer 2

- Build, deploy, and maintain custom software solutions based on client requirements using a variety of programming languages and tools.
- Develop custom data analytics pipelines and platforms based on client business requirements using Matillion ETL and Amazon Redshift.
- Manipulated, transformed, and analyzed complex data at large scales.
- Shape and manipulate sophisticated datasets to create opportunities for clients.

AUSTIN CODING ACADEMY

2018 – 2019

LinkedIn: www.linkedin.com/in/justinmlyle | Portfolio: www.justinmlyle.com

Tutor

- Educate students in proper use of object-oriented design, HTML, CSS, JavaScript, C#, and .NET

ELECTRONIC ARTS

2012 – 2016

Designer

- Prototype gameplay mechanics for multiple mobile games in both 2D and 3D, including Ultima Forever, Simpson's Tapped Out, and Dungeon Keeper.
- Coordinate between art and engineering departments to design user interface, implement new features, identify bugs, and deploy updates/patches in a live environment.
- Create user journeys, storyboards, wireframes, and interactive prototypes through initial research of user needs, business goals, usability testing, and iterative design to invent intuitive and engaging products. Implemented designs using XML scripting and Unity.
- Conceptualize and develop quest systems, gameplay text, levels, and boss encounters. Designed, scripted, and implemented 100+ quests with multiple outcomes and branching dialogue options. Led localization process with international teams.
- Collaborate with Product Management and Data Analysis teams to forecast performance and deploy balance updates. Utilized JIRA, DevTrack, and Hansoft to track tasks, project progression, and timeline.
- Creation and tuning of rule sets to ensure more unique user experiences. Produced and maintained design and proprietary software documentation. Implemented monetization strategies.

AUSTIN CODE ACADEMY

2017

Full Stack Web Development Track

GEORGE MASON UNIVERSITY

2012

Bachelor of Arts in English, Minor in Computer Game Design

SKILLS

EXPERTISE: Game Scripting, Gameplay Mechanic Design, Level Design, Encounter Design, Quest Design, Monetization Design, Systems Design, Metagames, Creative Writing, Game Balance, Game Economy, Matillion ETL, Data Analytics Pipelines, Rapid Prototyping, Mobile Design (Android & iOS), Front End Web, Decision Trees, Live Games, Multiplayer, Competitive Design

SOFTWARE & SYSTEMS: Sketch, InVision, Photoshop, JIRA, Alfresco, gitHub, Visual Studio, Unreal 5 Blueprint Scripting, UMG

PROGRAMMING: JavaScript, HTML, CSS, Bootstrap, JQuery, C#, ASP .NET, SQL