

TONY WU

SENIOR COMBAT / SYSTEMS DESIGNER

TONYWUART@GMAIL.COM | 469.544.3639 | LONG BEACH, CALIFORNIA

Game designer with a focus on gameplay systems and combat design. As a systems design specialist, I am constantly striving to create next-level gameplay experiences.

DESIGN HISTORY

- Echo Arena (Oculus)
- Lone Echo (Oculus)
- Deformers (PC, Consoles)
- Zombie Whack'em (Mobiles, Tablet)
- Grimms Legacy (Mobile, Tablet)
- CastleVille (PC)
- Diablo 3 (PC, Consoles)

EXPERIENCE

Senior Combat Designer | Treehouse Games, CA

April 2022-Present

- Designing and prototyping combat systems and gameplay features on an unannounced IP.

Senior Systems Designer | Unbroken Studios, CA

March 2020-April 2022

- Designed and prototyped gameplay features on an unannounced IP.

Systems Designer | Ready At Dawn, CA

November 2015-
February 2020

- Acted as combat design lead and point of contact for animation, programming, VFX, and SFX.
- Designed and prototyped core gameplay systems, combat systems, and game modes
- Created and maintained live game progression systems and free-to-play mechanics.

Systems Designer | Iocaine Studios, CA

September 2014-
November 2015

- Designed various core game systems such as player combat abilities and player progression.
- Created enemy encounters, systems, and player-versus-enemy combat interactions.
- Worked with the Creative Director to refine core gameplay and combat systems.

Systems Designer | Nexon, CA

January 2014-June
2014

- Created and maintained AI mechanics and combat systems.
- Designed and refined core gameplay loop, combat loop, and player reward loop.
- Designed and implemented free-to-play and monetization systems.

Game Designer | Zynga Dallas, TX

February 2012-June
2013

- Maintained a live service game with designs and new content updates.
- Created and implemented social game systems and mechanics.
- Designed and balanced free-to-play mechanics and monetization systems.

Education

Master of Fine Arts | University of Texas at Dallas, TX

Graduated-2011

References

Available upon request.