



CJ PAYNE

GAME DESIGNER

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Experience

Turn 10 Studios (Microsoft) Jan 2018 - July 2019

Systems Designer | *Unannounced Project* (AAA first-party game)

- Led prototyping efforts for gameplay interactions in a new feature
- Designed all core systems for a new game mode including primary mechanics, mode rules, goals, progression, and meta mechanics
- Created and balanced systems for players of varying skill ranges

Content Designer | *Forza Motorsport 7* (AAA XB1 first-party racing game)

- Managed and designed reward systems for live limited-time events
- Connected data to player behaviors leading to improved retention
- Wrote and implemented quest structures with rewards and progression
- Developed tools (C++/C#) to enable teammates and reduce work time, leading to new event types and sustainable additions to existing ones

UxFlo May 2017 - Present

Systems Designer | *SpawnIt* (Unity tool for designing encounters)

- Designed system allowing users to define segments of gameplay for spawning objects in a linear, deterministic way without having to code

DigiPen Institute of Technology Sep 2016 - May 2017

Game Design TA | Game Mechanics II (combat, engagement, and maps)

- Taught the fundamentals of systems design, level design, and tension

Associate Producer Jun 2015 - Oct 2015

Camouflaj | *République* (3D stealth game on PC, PS4, iOS, and Android)

- Conducted 3 - 5 playtests a week and compiled feedback for leads
- Analyzed data and consulted in design meetings, leading to improved gameplay, better introductions to mechanics, and new features

Projects

Gameplay Designer Sep 2016 - May 2017

Broom Bout (2.5D competitive flight-based action dueling game)

- Built data-driven character controller in Unity (C#) focusing on mechanical depth with movement and combat expressed through flight

Systems Designer & Producer Sep 2015 - May 2016

Rafflesia (3D co-op FPS boss fight with dynamic enemies in C++ engine)

- Developed a five phase boss fight in which the boss and a single enemy type derive depth from a small but rich set of interactions and space

Design Skills

Systems Design
Narrative Design
Gameplay Design
Rapid Prototyping
Engagement Curves
Level Design
Playtest Analysis

Tech Skills

C / C++
C#
Tools Development
Unity / UE4 / Custom Engines
Microsoft Office
Photoshop
Maya

Kudos

IGDA Scholar
GDC IGDA Scholar 2017
DigiPen Best of 2016 Highlight
Rafflesia

Gamasutra Featured Post
Dragon Age Companions: Social
Cognition and Decision Making

Education

DigiPen Institute of Technology
BA in Game Design 2017