Isaac Eddy

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Education:

Bachelor of Science in Game Design   **Champlain College**
Minor in Interactive Narrative Design for Games   *August 2021 - May 2025*

Highlighted Projects:

InfernaLLC - Unreal   *May 2025 - October 2025*
An 3D person and top-down asymmetrical strategy game about raiding hell.
- Created and maintained design documentation.
- Designed and implemented weapons and abilities for a third person player character.
- Designed and implemented placeable traps for a top-down RTS style player character.
- Assisted in programming and implementing systems using a blueprint coding system.

Rise From Ruin - Unity   *January 2025 - May 2025*
A Third-Person action game about defending a massive city as a giant monster.
- Designed and implemented a progression and upgrade system.
- Designed UI scripts to be easily expandable for any additional upgrades or balancing.
- Designed and implemented UI animations and effects to give a better play experience.
- Balanced player upgrades to provide a satisfying progression curve.

Villainous Intent - Unity   *September 2024 - December 2024*
A physics-based party game about stealing valuable items from a superheroes house.
- Acted as Product Owner, maintaining the core vision of the game.
- Created and maintained design documentation.
- Designed and implemented a magnetism ability for player use.
- Designed and implemented all in game UI/UX.
- Provided programming support for smaller tasks and implementations.

Soft skills:
- Organized
- Communicative
- Problem solving
- Teamwork
- Adaptability
- Flexibility

Engine skills:
- Unity
- Unreal 5 (Blueprint)
- Programming (C#, C++, Python)
- VR Development

Technical skills:
- Systems Design
- UI/UX Design
- Adobe Suite
- Google/MS Office Suite
- Jira/Confluence
- AGILE/SCRUM Development

Work Experience:

Game Designer, Grayhorse Digital, June 2025 - Present
- Working with a small team of game developers on a multiplayer racing game.
- Created and maintained design documentation.
- Helped program and implement core features for racing and management gameplay systems.
- Designed and maintained a player economy as well its sources and sinks.
- Worked in an agile game development structure.

Game Design Tutor, Champlain College, September 2024 - May 2025
- Help solve programming errors and resolve git and svn issues for students.
- Assist students in creating understandable design documents.

Web Design Intern, Vimi.co in Bangkok Thailand, May 2024 - July 2024
- Worked on a team to concept website wireframes.
- Designed UI elements for use on operational websites.
- Tested and reviewed AI chat-bots in use on different sites.