

Ezekiel Pearson Game Designer

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Core Skills

Game Design, Team Leadership, Unreal Engine, Visual Art, Unity, Project Management, Customer Service, Communication, Time Management, QA, Narrative Design, C#, C++, OOP, 3D Art, Graphic Design, Level Design, Story Boarding, Analytical Abilities, Collaboration, Documentation Creation, Client Collaboration, Event Coordination, Creative Problem-Solving

Summary

Enthusiastic and dedicated game designer with extensive experience in game design, quality assurance, and education. Proven ability to collaborate with clients, lead teams, and create detailed project documentation. Adept at fostering creativity and critical thinking in educational settings. Skilled in various technical tools and programming languages, with a strong passion for game development and continual improvement.

Work Experience

Game Designer Dragon Haven Studio (Remote), Chicago, IL Unannounced Project December 2024 – Present

- Directed a talented team of game designers to develop intricate game systems, dynamic enemy battle mechanics, and immersive level designs.
- Collaborated closely with artists to conceptualize and enhance the visual style, abilities, and unique features of game characters.
- Facilitated understanding of source control best practices in Unreal Engine and GitHub, while also contributing to comprehensive game documentation.
- Inspired the narrative team to craft an engaging and original storyline by providing innovative and creative ideas.

QA Play Tester Netease Games (Remote), Chicago, IL, Marvel Rivals January 2024 – February 2024

- Delivered 4 bug reports to development team using Google Docs.
- Provided feedback to development team on character abilities for game balancing purposes.
- Tested game using PC and console control inputs to assess fairness with cross-play.

Game Design Intern Zygonbots Studio, Chicago, IL September 2021 - September 2022

- Led a small team in the development of interactive game levels.
- Acted as assistant producer, overseeing team progress and ensuring adherence to timelines.
- Fostered collaboration and project success by guiding and supporting team members.
- Utilizing Technical Skills in Unreal Engine, Blender, C#, and Unity to contribute and Enhance Multitude of different projects during internship.

Freelance Game Designer Colum Alum Team, Chicago, IL, Cindy Brock Legend of the Keytar August 2021 - June 2022

- Crafted and delivered 3D assets for integration into the Unity project.
- Led a team to develop a compelling story narrative for the project.
- Developed and maintained production documentation, ensuring seamless team workflow for the Unity project.

Education

Full Sail University September 2021 - September 2022
Master of Science | Game Design

Columbia College Chicago August 2018 - May 2021
Bachelor of Arts | Game Design