

Elan Gleiber

Game Designer / Systems Designer

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Passionate and self-motivated individual with the skills and knowledge to help you create memorable gameplay experiences!

Skills

Game Design

- Technical Game Design
- Game Systems Design and Balance
- Sandbox Design
- Design Documentation
- Rapid Prototyping

Game Engines

- Unity (PC/Mac, iOS, Android, Web, VR)

Programming

- Lua, C#, Javascript, Python
- MVCS Frameworks
- Gameplay/Systems Programming
- Network Programming (Photon, Spatial OS)

Software

- Visual Studio, Git, Photoshop, Maya

Experience

343 Industries (February 2019 - Present)

Game Systems Designer - Sandbox

Designed multiple equipment items in the Halo Infinite Sandbox (Grappleshots, Drop Wall, etc.), working with Artists, Animators, and Programmers to bring them from concept to completion, and collaborating with partner teams for implementation and iteration.

oddByte LLC (January 2016 - February 2019)

Founder / Lead Designer / Systems Designer

Successfully led the production, design, development, and launch of Rogues Like Us, an indie game on Steam.

Heartshaped Games (November 2018 - February 2019)

Unity Developer / Systems Designer

Designed and developed core backend gameplay systems for a soon to be released indie title, We the Caretakers.

Hashbang Games LLC (August 2016 - July 2018)

Lead Developer / Systems Designer

Rapidly prototyped ideas for clients that led to full development and liveops of multiple titles.

Games for Entertainment and Learning Lab (Jan. 2015 - May 2016)

Game Designer / Systems Designer

Worked with clients to design, develop, and launch multiple educational games for students.

Education

Michigan State University (Graduated May, 2016)

- Bachelor of Arts in Media & Information / Bachelor of Arts in Music
- Minor in Video Game Design and Development