

# ERIC DETERS

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## SKILLS

### DESIGN

- Game Design
- Game Feel
- Narrative Design
- Technical Design
- VR Design
- UX Design
- Mechanics Design
- Level Design
- Playtesting

### WRITING

- Creative Writing
- Technical Writing
- Critical Writing
- Editing

### LANGUAGES

- Playmaker
- C#
- Blueprint
- Bolt
- Ink
- Twine
- Lua
- C++

### ENGINES

- Unity
- Unreal 4
- Custom C++

### TOOLS

- Perforce (P4V)
- JIRA
- Github
- Realtime CSG
- Phabricator
- Maya
- Visual Studio
- Slack

## PROFESSIONAL EXPERIENCE

### Game Designer at *Camouflaj*

Oct. 2018 – June 2022

#### *Marvel's Iron Man VR* | Unity, PSVR

Oct. 2018 – Jul. 2020

- Collaborated with animators, sound designers, and engineers to implement several interactive cinematic sequences according to the creative vision
- Took over responsibility for polishing and shipping the Stark Jet sequence for our vertical slice, which was featured in our initial press event and our public, pre-release demo
- Responded to feedback from creative, QA, and the team at large to refine and maintain these sequences from production all the way through launch

#### *Multiple Unannounced Projects* | Unity

Jul. 2020 – June 2022

- Pitched and prototyped a means of structuring the game based on competitive research and an analysis of our game's high-level goals
- Implemented various interactive narrative sequences using new tools in order to prove out elements of the game's design to publishers and partners

## PROJECTS

### Co-Director and Narrative Designer

Team of 15

#### *Cures & Curios* | Unreal Engine 4, HTC Vive

Aug. 2016 – Apr. 2018

- Communicated with team members of all disciplines to incorporate their ideas into the design vision and then propagate that vision
- Created narrative elements in order to craft a unique world, and worked with all other disciplines to see that world to fruition
- Tested and iterated on UX elements, including teaching and controls, to ensure the game is smooth and player-friendly

### Designer and Programmer

Solo

#### *LoveR LoveR* | Unity, PC

Jan. 2018 – Apr. 2018

- Instilled a sense of competition that is tense yet friendly through tight mechanics, compact arenas, and simple objectives
- Encouraged an intimate multiplayer game experience by using a single-controller input scheme

### Designer, Programmer, and Writer

Nov. 2016 – Apr. 2017

#### *Dead Letters* | Unity, PC

Solo

- Established the tone of 70's espionage thrillers through writing, dialogue, and the cinematic editing of gameplay segments
- Evoked a late Cold War paranoia with lighting, props, and sound design

## EDUCATION

### Bachelor of Arts in Game Design

Apr. 2018

DigiPen Institute of Technology