

BRADLEY WIGGINS

Technical Game-Designer

Brad.Wiggins@gmail.com

nothalfbrad.com/gamedev/portfolio/

NOTEWORTHY PROJECTS

- ❑ **Farmville 2** - 2012+
- ❑ **Ratchet & Clank : Going Mobile** (3 awards) - 2005
- ❑ **Snoopy the flying Ace** (1 award) - 2007
- ❑ **Pac-Man & Ms Pac-Man** for iPhone & Android - 2008
- ❑ **Professor Einstein Intelligent Talking Robot** - 2017

WORK HISTORY

Side Dish Productions *Contract Game Designer* Jul 2016 - Jun 2017

- ❑ Developed games and companion apps, for physical toy hardware
- ❑ Tuned TTS interpretation and Abstract oral menu flow
- ❑ Worked with an all-remote team, and occasionally on-site for a group crunch

Regicide Games *Founder* Nov 2014 - Present

- ❑ Built game prototypes and tools using Unity and C#
- ❑ Managed external contractors

SK Planet *Senior Game Designer* Jan 2014 - Nov 2014

- ❑ Tuned, balanced, and consulted on 3 projects simultaneously, including writing all dialog
- ❑ Consulted on design of server/platform and commerce apps

Sabbatical Jul 2013 - Dec 2013

- ❑ Travelled through SE Asia, while developing games in C#

Zynga *Game Designer* Dec 2012 - Jun 2013

- ❑ Feature Designer on **Farmville 2**, solely responsible for designing numerous features of the week
- ❑ **Mud Wallow** feature broke revenue records on launch day, successfully monetizing decorations for the first time
- ❑ Responsible for all weekly LTE pricing
- ❑ Compiled analytics reports based on raw tracked user behavior to justify feature design
- ❑ Rapid feature development with cycles of presentation to creative stakeholders

Seeds *Contract Game Design* Apr 2012 - Aug 2012

- ❑ Worked remotely with an international team to gamify microlending
- ❑ Concepted game-play and created documentation for pitches to show investors

XeoDesign *Contract Game Consultant* Feb 2012 - Mar 2012

- ❑ Designed and implemented the physics code and level content for Unity iOS game prototypes

Digital Chocolate *Game Designer* Sep 2011 - Feb 2012

- ❑ Designed the iPhone game **NightHaven** and maintained its GDD Wiki
- ❑ Analyzed live user data to improve KPIs
- ❑ Wrote mission and story dialog, as well as all other game content and tuning

Perfect World Entertainment *Game Designer* Jun 2010 - Aug 2011

- ❑ Designed the Facebook game **Perfect Getaway**
- ❑ Built dynamic and expansive data simulations with excel
- ❑ Presented new feature and game pitches
- ❑ Prototyped game-play concepts using Unity

Namco *Game Designer* Nov 2006 - Nov 2008

- ❑ Designed 9 titles and delivered scheduled weekly game pitches and prototypes
- ❑ Mentored junior designers on many projects
- ❑ Created and tuned level content, wrote all dialogue, tuned game variables, and participated in voice-acting roles
- ❑ Official in-house touchscreen expert. Created and tuned Pac-Man swiping controls and internal iPhone guidelines

Handheld Games *Game Designer* Jul 2004 - Nov 2006

- ❑ Designed 11 commercially released titles including many high-profile IP titles
- ❑ Ran daily scrums, publisher calls, managing the art asset list, and filling in for the producer during time away
- ❑ Created and tuned level content, wrote game dialogue, and tuned game variables

VOLUNTEER WORK

GDC *Conference Associate*

2018 - Present

- ❑ 2 years as CA
- ❑ Monitoring conference sessions and assisting speakers

Typhoon Haiyan relief

2013

- ❑ Handed out relief goods in Daanbantayan, Philippines

Zynga.org

2013

- ❑ Re-landscaped community parks in San Francisco neighborhoods

EDUCATION

Digipen Institute of Technology

2000 - 2004

- ❑ Designed and developed 4 year-long student game projects with small teams
- ❑ Studied C/C++, Java, Assembly, PHP, 3dsMax, DirectX, game design, and other subjects
- ❑ Functioned as various developer roles (producer, designer, art director, tech director, etc.)

COMMERCIALY RELEASED TITLES

1. **Professor Einstein Stein-O-Matic**
2. You-Me-Wars
3. You-Me-Verse
4. **Farmville 2**
 - ❑ Hot Air Balloon feature
 - ❑ Horse Training feature
 - ❑ Rabbit Warren feature
 - ❑ Mud Wallow feature
 - ❑ Fertilizer Bin feature
 - ❑ Spinning Wheel
5. NightHaven
6. Perfect Getaway
7. **Pac-Man (iPhone & Android)**
8. **Ms Pac-Man (iPhone & Android)**
9. Ridge Racer (mobile & Zeebo)
10. Alpine Racer (mobile & Zeebo)
11. Submerged
12. Pac-Man arcade golf
13. Pole Position
14. **Snoopy the Flying Ace**
15. Littlest Pet Shop
16. The Legend of Zorro
17. pixar classics 5-in-1
18. Shrek / Over the hedge 5-in-1
19. **Ratchet & Clank : Going Mobile**
20. Spider-Man 2 : The hero reutrn
21. Ghostbusters
22. Power Rangers 5-in-1
23. Nicktoons 5-in-1
24. Bugs bunny carrot quest
25. Hyde and go tweet
26. Spaced Out Duck