Ignatius Wellborne-Oduya

Systems Game Designer

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SUMMARY

Systems game designer with 6 years and 3 shipped titles on console, PC and mobile. Owns progression and economy design for a co-op action game with 1.2M players, raised day-30 retention from 9% to 13% through a reworked upgrade path, and prototypes features in Unreal Blueprints before they reach engineering.

EXPERIENCE

Systems Designer — Copperline Games

Austin, TX · May 2021 – Present

- Own progression, loot and crafting systems for a co-op action game with 1.2M players across PC and console.
- Reworked the mid-game upgrade path after spotting a drop-off at hour 6, raising day-30 retention from 9% to 13%.
- Built 14 playable Blueprint prototypes for new features, 9 of which shipped after playtests with 40 to 60 players each.
- Rebalanced 220 weapons with a spreadsheet damage model, cutting reported "useless weapon" complaints by about 70% in community surveys.
- Wrote and maintained 30 feature design documents used by a 45-person team, each with a one-page summary for leads.

Game Designer — Pocket Tide Studio

Seattle, WA · Jul 2018 – Apr 2021

- Designed 120 puzzle levels for a mobile title with 4M downloads, keeping level failure rates within a 25% to 40% target band.
- Planned 18 live events over 2 years, with event weeks lifting daily active players by 10% to 15%.
- Ran weekly playtests with 8 to 12 players and turned findings into level fixes within the same sprint.
- Tuned the soft currency economy with the analytics team, reducing early-game currency surplus by 35%.

SKILLS

Design: Systems and economy design, progression, level design, combat tuning, live events

Tools: Unreal Engine 5 (Blueprints), Unity, Excel and Google Sheets modelling, Jira, Confluence, Miro

Data: Funnel and retention analysis, A/B tests, playtest planning, survey design

Collaboration: Design documentation, feature pitches, working with art, engineering and QA

EDUCATION

B.S. Game Design, University of Central Florida, 2018

Fictional example by FindAJobAI: the person, employers and numbers are invented.