

Brian Kopleck

Senior Game Designer

[linkedin.com/in/bkopleck/](https://www.linkedin.com/in/bkopleck/)

brian@kopleck.com

+1 408 368 8556

Oakland, CA

EXPERIENCE

Systems Designer - *WB Games SF*

UNANNOUNCED MOBILE GAME / MAY 2019 - NOV 2020

- Pitched new direction for combat to address issues with the genre standard, then led prototyping team to a combat design that solved core issues while satisfying internal and external playtesters
- Drove high-level design for ability synergies, team and character archetypes, and supported strategies for the PvP meta
- Wrote specs for each screen in battle flow, team builder, a character stat customization feature, and a guild PvP mode

Senior Game Designer - *Big Fish Games (Oakland Studio)*

BIG FISH CASINO & GAMBIT CARD BATTLER / APR 2016 - APR 2019

- Promoted from Game Designer to Senior Game Designer in Sep 2017
- Led team in development of Gambit, a mobile card collection game with real-time battles, from concept to release
- Designed Gambit's core gameplay, features, 100 cards, seven unique factions, economy tuning, and worldbuilding, with additional production, marketing, and community management duties
- Launched Gambit with earned Early Access / App Store featuring, engaging core players an average of 30 min per day
- Designed and tuned slot machines and meta features for Big Fish Casino, including Club Leagues (guild PvP brackets), Stick'ems (meta collection event), and Aztec Gold: The Lost City, the top performing slot for 10 months after its release
- Wrote specs for slot mechanics/themes and collaborated with art team and sound designer to bring themes to life
- Performed competitive research and analysis for leadership to guide initial high-level strategy for future casino games

Game Engineer II - *Big Fish Games (Oakland Studio)*

BIG FISH CASINO / SEP 2013 - APR 2016

- Promoted from Game Engineer I to Game Engineer II in Dec 2015
- Wrote fullstack code (JavaScript & PHP) for several slot machines, casino meta-features, and tools for Big Fish Casino

Game Designer/Producer - *Ruddy Games*

SKULLDUG / SEP 2014 - JAN 2016

- Worked with co-designer to design and produce Skulldug!, a pulp adventure themed competitive board game, from game jam concept to self-published release on Kickstarter with 220% of funding goal
- Balanced rules, game modes, and cards using feedback from playtests
- Provided direction to artists to achieve cohesive and thematic game aesthetic

SKILLS & TOOLS

- Unity
- Microsoft & Google Suites, notably Excel / Sheets
- Git, Mercurial, Perforce
- JIRA
- C#, JS, HTML/CSS
- Photoshop & Illustrator

EDUCATION

B.Sc. in Computer Science: Computer Game Design
University of California Santa Cruz
2009 - 2013

HOBBIES

Traveling, museums, game jams, giving design talks, tabletop RPGs, magic the gathering