Shawn Stone

Senior Game Designer

Contact

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Education

University of California, Berkeley
BA: *English (Medieval Literature)*
Minor: Education

Solano Community College
Transfer

Ludography

2025	AAA 3rd Person Cross-Platform ARPG (Unreleased)
2020	Torchlight 3
2013	SimCity: Cities of Tomorrow SimCity (2013)
2011	Ravenskye City
2010	Ravenwood Fair Garden Life Critter Island
2009	Legends of Kaos (Unreleased) Dante's Inferno Supermodel: The Game Band of Heroes Champions Online Diva Life Yakuza Lords
2008	Rat Race (unreleased)
2007	Zoo Tycoon 2: Extinct Animals
2006	Zoo Tycoon 2: Marine Mania

Profile

I possess more than twenty years of experience as a game designer, having worked in diverse genres including tycoon, builder, simulation, ARPG, and action adventure games. I bring a player-centric mindset cultivated in my QA origins. I excel at system design, content design, implementation, documentation, tuning, and balancing. I am seeking a position that allows me to empower players to express themselves in immersive worlds and experiences.

Creative Strengths

- Content Design
- Feature Design
- Leadership
- Writing
- Design Documentation
- Data Manipulation
- Communication Skills
- Strong Work Ethic
- Attention to User Experience
- Easy to Work With

Technical Skills

- **Scripting**: Unreal blueprints, Lua, custom XML-based "Action System"
- **Level Editors**: Unreal, CryEngine Sandbox, Valve Hammer
- **Adobe Creative Suite**: Photoshop, Premier
- **Documentation**: Confluence, Notion, Slite, Google Docs, Slides, Sheets
- **Diagrams**: Illustrator, Figma, Miro, Draw.io, Visio
- **Version Control**: Perforce, Swarm, Github, Tortoise SVN, WinCVS
- **Issue Reporting**: Jira, ClickUp, Trello, Buzilla, Raid, Product Studio

Professional Experience

July 2016 –June 2025 (9 years) — San Francisco, CA

Senior Game Designer at Echtra Games, a Zynga / Take 2 Company

- Lead game designer on the ARPG Torchlight 3 [PC, PS4, XBOX]
- Designed, implemented, and tuned hundreds of player and AI-controlled skills
- Designed extensive ARPG game systems
- Created a huge number of ARPG items, weapons, boss fights, affixes, etc.
- Senior game designer on an unannounced 3rd person cross-platform ARPG
- Collaborated closely with engineering, animation, SFX, and VFX
- Created extensive BI game data queries and adjusted game balance

April 2013 - March 2015 (2 years) — Emeryville, CA

Game Design II at Electronic Arts (Maxis)

- Design lead for SimCity: Cities of Tomorrow [PC]
- Designed several sets of DLC for SimCity [PC]
- Designed systems and content for
- Designed and wrote all missions and tutorials
- Wrote all in-game text
- Managed text localization for 14 languages

2005	Zoo Tycoon 2: Endangered Species
2004	Zoo Tycoon 2
2003	Zoo Tycoon: Endangered Species
2002	Zoo Tycoon: Marine Mania Zoo Tycoon: Dinosaur Digs
2001	Zoo Tycoon

Awards

Zoo Tycoon 2
AIAS Computer Family Game of the Year (2005)

Zoo Tycoon: Complete Collection
AIAS Computer Family Game of the Year Interactive Achievement Award (2004)

Scholastic Parent & Child Teacher's Pick (2004)

Children's Software Revue All Star Award (2004)

Zoo Tycoon
Bologna New Media Prize (2002)

August 2009 - May 2012 (3 years) — San Francisco, CA

Design Director at LOLapps, Inc. / 6Waves Lolapps

- Directed the design of Ravenskye City [Facebook]
- Managed a team of junior and senior game designers
- Consistently released content weekly for social Facebook games
- Created Excel-based tools for creating game data

June 2001 - July 2007 (6 years) — Waltham, MA

Senior Game Designer at Blue Fang Games, LLC

- Shipped six Zoo Tycoon [PC] titles in five years: a combined total of over 3.6 million units, winning several prestigious awards
- Managed design team efforts on several projects
- Designed game systems and content
- Implemented AI behaviors and entity definition data for over 100 unit types
- Researched animals, dinosaurs, zoos, etc.
- Worked on several projects at once

Additional Game Design Experience

January 2009 – August 2009 — San Francisco, CA

Game Designer at Shattered Reality Interactive

July 2007 – January 2009 — San Francisco, CA

Level Designer at Super-Ego Games