

John C. Myres

Game Designer

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Skills

Design		Technical	
System Design	Creative and Technical Writing	C#	Unity
Puzzle Design	Communication	C/C++	Unreal
Encounter Design	Deep Game Knowledge	Task Tracking (Jira, Trello, Hack'n'Plan, Plaky)	Sheets/Excel
User Experience Design	Critical Thinking	Source Control (Git, P4)	Office Suite
Iteration and Implementation	Strong Attention to Detail	Image Manipulation (Photoshop, Illustrator)	OBS

Work Experience

Team Lead

Indie Games Startup LLC

Project Axol – An unannounced project.

September 2024 – Current

- Coordinate team events and meetings, manage team morale, and champion communication.
- Mentor team members and fill in tasks where needed.
- Act as a core project vision-holder.

Game Designer

Core Loop Games

World Eternal Online – MMOARPG

August 2022 – September 2023

- Created, implemented, and tuned myriad designs for heroes, bosses, maps, tutorials, and quests.
- Delivered design specs and led kickoff meetings for new game modes and features.
- Tested and iterated upon overall combat tuning, game feel, and progression flow.

Technical Game Designer

Machine Zone

Final Fantasy XV: War for Eos – Mobile 4X

July 2021 – July 2022

- Defined and documented design concepts, outlines, and plans.
- Feature owner for world combat and all related content.
- Shaped and streamlined designer tools workflow.

Associate Game Designer

Machine Zone

Final Fantasy: A New Empire & Final Fantasy: War for Eos – Mobile 4X

December 2019 – June 2021

- Developed live content including new units, research trees, and heroes.
- Within six months, I was mentoring new team members and creating tools to help the team.

Systems Design Intern

Gazillion Entertainment

Marvel Heroes Omega – MMOARPG

May 2017 – August 2017

- Designed, prototyped, and tuned abilities, animations, and attributes for playable hero characters.
- Implemented a new playable character within six weeks of starting the position.

Academic Projects*

Co-Director and Designer

Makeshift Monocle

Halfway Home – Visual Novel / Management

July 2017 – September 2018

- Partnered with another designer to create and implement gameplay systems, outline narrative structure, determine character voices, write and edit scenes, manage tasks, and run playtests.
- Solely responsible for user interface and user experience design.

*For a comprehensive list of my academic projects, please visit my website.

Education

Bachelor of Arts in Game Design, Cum Laude
DigiPen Institute of Technology

August 2014 - April 2018