

John C. Myres

Senior Game Designer

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Skills

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

Work Experience

Team Lead

Project Axol – An unannounced project.

- 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 and design director.

Indie Games Startup LLC

September 2024 – Current

Live Operations Technical Designer

NFL Rivals – Mobile Sports Game

- Managed live data for monthly and weekly programs in a fast-paced environment.
- Designed new spreadsheet tools with an eye for efficiency and usability.
- Aligned with product, art, and engineering teams to solve unique content challenges.

Mythical Games

February 2025 – October 2025

Game Designer

World Eternal Online – MMOARPG

- 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.

Core Loop Games

August 2022 – September 2023

Technical Game Designer

Final Fantasy XV: War for Eos – Mobile 4X

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

Machine Zone

July 2021 – July 2022

Associate Game Designer

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

- 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.

Machine Zone

December 2019 – June 2021

Systems Design Intern

Marvel Heroes Omega – MMOARPG

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

Gazillion Entertainment

May 2017 – August 2017

Education

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

August 2014 - April 2018