


 dominicklaurie.com

 dominick633633@gmail.com

 [/in/dominick-laurie/](https://in.linkedin.com/in/dominick-laurie/)

 +1 (727) 370-5495
+81 080-3362-2972

TOOLS

Unreal Engine 4.26-5.3

Unity 2019

C#

Blueprint

Visual Studio

Rider

DESIGN

Character

Camera

Controls

UE AI

Behavior Trees

Abilities

Economy

Balancing

Modular Systems

User Interface

BONUS

Level Design

Blender

Confluence

Jira

Perforce

SVN

Photoshop

SHIPPED TITLES

Imaginari

DOMINICK LAURIE

GAME DESIGNER

Studio Xiphias

Gameplay Designer

01/22 - Current

Imaginari

Designing and implementing core mechanics in UE4.27 utilizing Blueprint.

- *Designed system and UI for inventory systems to handle storage of items, party data, and crafting components.*
- *Created a Minimap to track player and objective locations in real-time.*
- *Designed and implemented Health, Experience, and Combat Stat systems through actor components and data tables.*
- *Implemented character systems, UI, and final asset swaps.*
- *Tested and balanced of systems designed to ensure a quality delivered product.*

ArgusVRC

Systems Designer

05/22 - 04/23

Project Aincrad

Designed fundamental systems using Unity 2019.4.31f1, VRChat Creator companion, and Obsidian.

- *Designed and maintained systems for an Action RPG VRChat world. Worked with C# to create a data validation function for a custom save system engineered by the team.*
- *Designed and fine-tuned the economy of the game including starting money, weapon and item values, and loot drops to ensure a stable and balanced distribution.*
- *Designed weapon stats based on economy value, player progression, weapon type, weapon availability, and remaining durability.*
- *Tested and balanced various economy systems and weapon stats based on aggregate player progression data and input from QA.*
- *Collaborated with the Art and Programming teams to ensure items and data are implemented as they are ready for deployment.*
- *Provided updates to support the game after launch.*

Business as Usual Studios

Gameplay Designer

09/21 - 05/22

Unannounced Title

Greyboxed a level for an unannounced multiplayer shooter title. Designed and implemented various mechanics in UE 4.26-4.27 utilizing Blueprint.

- *Created and maintained a player controller that supports gamepad and mouse/keyboard configurations.*
- *Designed and programmed UI Widgets for save systems, settings menu, main menu, inventory, and HUD using Blueprint.*
- *Created player systems for health, experience, and leveling.*
- *Created a manual and automated save system to store relevant data and provide ease of use to the end user.*
- *Created a dialogue system with manual and auto progression to allow players a seamless way to advance text as they see fit.*
- *Created a journaling system to log player progression during their current and previous play session.*

Education

Full Sail University - Game Design Bachelors - Dec '19-May '22