

Brady Key

Technical Game Designer | Systems Designer

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Professional Summary

Technical Game Designer with hands-on experience in Unreal Engine 5 (Blueprints and C++), Unity, and Agile game development pipelines. Specializes in combat systems, AI behavior, and scripting with a strong focus on prototyping, technical documentation, and gameplay iteration. Proven track record in leading feature design for released titles, working on distributed teams, and building scalable gameplay systems.

Experience

Marauder Tech — Remote | Mar 2024 – Jul 2025

Game Designer — [Price of Glory](#) (Released)

- Served as the primary designer for the game's unreleased PvE mode, including encounter flow, tactical AI behavior, and single-player progression systems.
- Designed competitive characters, game modes, and map layouts for PvP gameplay, balancing strategic complexity with mobile platform constraints.
- Created and maintained detailed design documentation, flowcharts, and gameplay spec sheets in Confluence.
- Collaborated with engineers and artists to implement features in Unity and iterate based on development feedback.
- Participated in internal playtests and balance reviews to refine pacing, clarity, and engagement across modes.

Novus Studio LLC — Remote | Oct 2023 – Present

Technical Designer & Project Lead — [Wicked Arcana](#) (Released), *Procedural RPG Roguelike* (In Development)

- Designed and implemented combat mechanics, class systems, and core gameplay using Blueprints in Unreal Engine 5.
- Led development of modular, data-driven systems to support procedural level generation and rapid iteration.
- Released "Wicked Arcana" on Steam, coordinating build management and deployment.
- Authored and maintained extensive technical documentation and system design references.
- Conducted regular internal playtests and postmortems to improve gameplay feel and player engagement.

Zygobot Studios — Remote | Sep 2023 – Dec 2023

AI & Combat Designer — [Necrotic Nightmare](#) (In Development)

- Designed enemy AI behavior trees and melee combat systems in UE5 for a horror game prototype, including Blueprint scripting and modular enemy behaviors.
 - Created modular, reusable systems to enable fast iteration of enemy types and player abilities.
 - Remained a point of reference post-internship for AI system updates and tuning.
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Education

Master of Science in Game Design

Full Sail University | 2024

Bachelor of Science in Game Design

Full Sail University | 2023

Certification

Disciplined Agile Scrum Master (DASM)

Project Management Institute | Aug 2023

Tools & Skills

Game Dev: Unreal Engine 5 (Blueprints & C++), Unity, Behavior Trees, Control Rig, Gameplay Ability System

Production Tools: Jira, Confluence, Trello, HacknPlan

Version Control: Perforce, GitHub

Scripting: C++, C#, Visual Studio, JetBrains Rider

Collaboration Tools: Slack, Discord

Core Strengths: Feature implementation, mechanic development, Technical documentation, gameplay systems prototyping, AI and combat design, remote collaboration, Agile pipelines