

Aaron Nemoyten

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Summary

Versatile game design and production leader with 15 years of experience, searching for the next adventure.

- Eight years of experience developing live service free-to-play games.
- Five years of experience as a full-time game designer, including Senior/Lead-level roles.
- Three years experience as a Live Services Producer, including on EA's Star Wars: Galaxy of Heroes
- Programming experience including Unity/C#, Unreal Blueprints, Python, JavaScript, and more.

Experience

Senior Game Designer, Wildseed Games - February 2023 - June 2023

Oberak - PC/Console/mobile (Cancelled, Studio Closed)

- Senior designer on a fully remote team of 20. Led systems design, level design, and combat design while advising and providing guidance on narrative design, writing, and production.
- Scoped down existing features for MVP/prototype readiness.
- Used Blueprints, MetaSounds, Animation Montages, and UMG UI designer to self-sufficiently build features including a dialogue system, student workout assignments, and combat arenas.
- Designed and documented game and level flow for Oberak's proof-of-concept demo.

Creative Director, Jago Studios – June 2019 - July 2022

The Garbage Pail Kids Game - iOS/Android

- Creative Director for a globally distributed team of 15+ developers, QA, PM, artists, etc.
- Substantially improved KPIs by rebalancing the game's economy and redesigning PvP and Events
- Interviewed, hired, trained, and mentored game designers.
- Significantly increased elder player engagement by introducing new social features and a daily challenge.
- Led the team in designing and adding new characters to the game as a primary revenue source, leading to 10x+ revenue vs the game's baseline.
- Wrote briefs and approved all art, animation, and sound assets for new characters.

Other Unannounced Projects

- Co-developed a pitch to make a game based on a popular streaming TV show with no previous interactive licenses. We were able to secure the license but could not fund the project.
- Developed a pitch for an unannounced original IP alongside a prominent Hollywood production company. Led story and character development and built a combat prototype in Unity.

Producer, Jago Studios – June 2018 - June 2019

The Garbage Pail Kids Game - iOS/Android

- Assumed ownership of the product roadmap and streamlined production processes.
- Unified the game's feature roadmap and bug tracking systems into a single JIRA project to better understand the project's launch readiness and increase transparency into developer workloads.
- Led analytics and data analysis; Doubled FTUE completion rate and substantially increased retention.

Independent / Freelance Game Developer and Game Designer - August 2017 - August 2022

Starbeard (3rd Place: *The Very Big Indie Pitch*, featured on the *Made With Unity Showcase*)

- Acted as a key game design advisor from prototype phase through production. Worked with the game's creative director to discover and clarify key pillars of the game's design, leading to major changes.

Info about other consultancy gigs available upon request.

Lead Game Designer (Contract), Color Switch Phoenix LLC – January 2018 - March 2018

Color Switch - iOS & Android

- Led design of a Unity rebuild of the original hyper-casual hit game Color Switch.
- Designed and tuned new game modes and created 150+ levels.
- Maintained a pace of one update per week during soft launch.

Founder/Creator - Hihat – July 2016 - July 2017

Solo developer of Hihat, an app for live music fans. More information available upon request.

Live Services Producer, Electronic Arts (*Capital Games*) – February 2014 - June 2016

Star Wars: Galaxy of Heroes - iOS & Android (May 2015 - June 2016)

- Owned the live service roadmap using JIRA and Confluence and managed a multidisciplinary team to execute it, contributing to the game quickly becoming EA's most successful mobile game ever.
- Led development of service-focused tools and processes including localization, P4 branching, and QA
- Led daily "War Room" meetings to triage issues and disseminate information to key stakeholders.
- Led coordination of holiday events, film tie-ins, and platform-specific promotional events between the studio, EA's marketing, publishing, and platform teams, and LucasFilm.

Heroes of Dragon Age - iOS & Android (February 2014 - May 2015)

- Founded and led Heroes of Dragon Age's eight-member live service team.
- Led development of process to plan and execute consistent live service updates.
- Maintained consistent revenue KPIs despite a complete halt to new feature updates.

Game Designer, Electronic Arts (*Capital Games*) – November 2011 - February 2014

Heroes of Dragon Age - iOS & Android, Dungeon Keeper Social (Facebook, cancelled & unannounced)

- Prototyped and designed combat for Heroes of Dragon Age, including 400+ collectible characters.
- Led design for Dungeon Keeper Social's real-time RTS-lite combat.

Lead SE / Producer / Game Designer - KlickNation – March 2009 - November 2011

Superhero City (Facebook), Happy Zoo (Facebook), Age of Champions (Facebook)

- Joined as employee #6 and acted as producer, systems designer, and lead software engineer on Superhero City, taking on the first non-founder leadership role at the company.
- Tripled daily revenue by developing Leagues, League Wars, and League War Tournaments.
- In July of 2010, assumed responsibility of leading engineers and QA on Age of Champions as well.
- Revenue from Superhero City and Age of Champions led to an eventual acquisition by Electronic Arts.

Details about personal projects are in my portfolio, which can be found at

<http://www.aaronnemoyten.com>