



Mahmoud Easton

Game Designer

Game designer with 6 years of experience building and refining player-facing systems for live-service games. Designed a streak-based reward system in Machinations that extended average user retention from 11 days to 19 days within the first 8 weeks of launch. Skilled in Unity, Machinations, Jira, Confluence, and systems design across browser, mobile, and console platforms.

CONTACT INFORMATION



(575) 555-0111



mahmoud.easton@example.com



Las Cruces, NM 12345

EDUCATION

BFA Studio Art (Graphic Design and Media Arts concentration)
New Mexico State University, Las Cruces, NM
2016 – 2020

KEY SKILLS

- Unity
- Machinations
- Figma
- Jira
- Confluence
- Game Economy Balancing
- UX Wireframing
- Systems Design
- Reward Loop Design
- C#
- Level Layout

PROFESSIONAL EXPERIENCE

- **Game Designer, Mesilla Valley Interactive, Las Cruces, NM**
2023 – Present
 - Shipped 7 features per release for a browser-based RPG, including a crafting system, guild hub, and daily-quest rotation, across 3 consecutive update cycles.
 - Authored 9 design documents in Confluence covering economy balance, progression curves, and reward-loop specifications for a live-service title.
 - Designed a streak-based reward system in Machinations that extended average user retention from 11 days to 19 days within the first 8 weeks of launch.
 - Identified and corrected 4 menu navigation pain points uncovered by player feedback surveys, reducing the average time from opening the shop menu to a purchase from 46 seconds to 29 seconds.
- **Junior Game Designer, Rio Bravo Digital Studios, El Paso, TX**
2021 – 2023
 - Shipped 4 features per release for a mobile puzzle game, coordinating wireframes in Figma and task tracking in Jira across 6 sprints per cycle.
 - Produced 5 design documents detailing level flow, enemy behaviors, and scoring rules that the engineering team referenced through 2 full production milestones.
 - Built a login-bonus reward calendar that raised median user retention from 8 days to 14 days over a 12-week measurement window.
 - Developed new visual concepts for 37 in-game UI screens and modified layouts based on stakeholder feedback within 48-hour turnaround windows.
- **Game Design Intern, Organ Peak Media LLC, Las Cruces, NM**
2020 – 2021
 - Maintained and audited 218 quest and item entries in the game database each month, flagging broken references within 24 hours of detection.
 - Created wireframes and mockups in Figma for 13 level layouts, cutting average stakeholder revision rounds from 5 to 3 per layout.
 - Identified problems uncovered by QA testing on 6 prototype builds and routed fixes to gameplay engineers, closing tickets in an average of 1.4 days.