

Experience

 San Francisco, CA

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 @Zephean

JuiceBox Games, Inc.
Nov 2014 – Present

Senior Game Designer, Feb 2016 – Present
Game Designer, Nov 2014 – Feb 2016

Designer | HonorBound

Designed & balanced core revenue drivers, including competitive events, new heroes, & hero abilities. Improved design pipeline by writing multiple shell scripts that reduced event creation time by 25%. Utilized Tiled & JSON to design, implement, & balance new isometric levels & combat encounters. Developed & implemented road map for designing & balancing heroes for content releases.

Designer | StormBorn

Balanced drop rates & combat difficulty based on revenue expectations for a PvE event template. Iterated on existing core features & balanced multiple systems based on both player & executive feedback.

July 2015 – Present

Team Lead | HonorBound

Managed a team of artists, engineers, & customer service in maintaining cadence & exceeding projected expectations.

Exceeded projected revenue expectations by 30% by designing new content & new limited time offers. Analyzed, projected, & utilized key performance indicators to inform content scheduling.

Shared knowledge & collaborated with other project leads to improve planning for other game products.

Zynga, Inc.
July 2013 – Jan 2014

Associate Game Designer | CastleVille Legends

Designed new features for content releases, which successfully increased player-to-player interactions.

Increased player engagement & improved gameplay by designing, prototyping, & implementing entire UI overhaul for the Facebook version.

Leveraged knowledge & proficiency with Unity3D & C# to implement front-end features.

Increased revenue & retention by collaborating with product team on cross-platform features.

June 2012 – Sept 2012

Game Design Intern | New IP Mobile Game

Collaborated with senior design team to redesign & polish core systems.

Provided team with valuable insights to existing design problems & proposed solutions.

Took on major content production & integration tasks, freeing up senior designers to further develop features.

Created visual resources & provided support to align members of a multidisciplinary team towards delivery of key production milestones.

Independent Projects

Marshmallow Mayhem

Humorous 2D mobile platformer built in Unity3D; released for iOS, Oct 2014.

Sept 2011 – Oct 2014

Collaborated with other designers to create interesting level mechanics & gameplay.

Designed innovative control scheme as an alternative to virtual joysticks, resulting in a more enjoyable UX.

Developed gameplay & environment-based level mechanics in JavaScript & C#.

SoulFront
Sept 2012 – Aug 2014

Multiplayer squad-based real-time strategy mobile game built in Unity3D.

Designed core gameplay, balanced combat stats & skill systems.

Utilized Agile/SCRUM techniques to manage project resources, driving team collaboration.

Led team to deliver on key milestone dates, including Alpha, Beta, & Gold build submissions.

Education & Achievements

Savannah College of Art & Design
Atlanta, GA

B.F.A. in Interactive Design & Game Development, 2009 - 2013.

President, SCAD Game Club, 2011 – 2013.

Best in Show for Interactive Design & Game Development: "SCAD Out 2 Launch", 2013.

Featured in SCAN Magazine's Student Showcase: Winter 2013.

Winner, "Best 2D Digital Game": Game Developers eXchange, 2012.

SCAD Dean's List: 2010 - 2013.