

JOHN EBLAHAN

GAME DESIGNER

CONTACT

johneblahan@gmail.com
(646) 915- 5908
<https://www.johneblahan.com/>
www.linkedin.com/in/johneblahan

SKILLS

GAME DESIGN

Combat Design • Level Design •
Systems Design • Documentation •
Rapid Prototyping

VISUAL ART

Illustration • 2D Concept Art • 3D Art

PROGRAMMING

C# • Unreal Blueprints

SOFTWARE

GAME ENGINES

Unity • Unreal Engine 5

VISUAL DESIGN

Adobe Photoshop • Adobe Illustrator •
Adobe Premiere Pro • Blender

DOCUMENTATION

Trello • Jira • Microsoft Office • Google
Workspace

EDUCATION

New York University
Aug 2019 - May 2023
BFA Game Design
Minor in Studio Art

PROFESSIONAL EXPERIENCE

OUTFOX GAMES • GAME DESIGN INTERN

Ritual Night • Sep 2022 - Present

- Provided solutions for the game's core ritual gameplay mechanic to facilitate social deduction and rogue-lite elements for an online gameplay environment.
- Proposed and ideated narrative sequences in relation to central gameplay beats.
- Designed and iterated 2D map layouts for 7 unique areas of the game's mansion level.
- Delivered fully developed game design documents to coordinate with the art and design team to help solidify our environment art and character art direction.

PROJECT EXPERIENCE

HYPERSTARS • COMBAT DESIGN

Senior Capstone Project • Sep 2022 - May 2023

- Worked closely with programmers in designing the game's finite state machine system and attack data management through scriptable objects in Unity C#.
- Designed and implemented fighting game combat mechanics, balancing and tuning hitboxes for over 20+ attacks and abilities using custom tools.
- Proposed and iterated on the game's core health bar mechanic.
- Conducted thorough playtesting weekly, recording and analyzing playtest footage and feedback notes to balance the game's second-to-second combat moments.
- Worked collaboratively with VFX and Sound Designers to create intentional and clear combat gameplay.

IDYLLIA • GAME & TECHNICAL LEVEL DESIGN

Academic Studio Project • Jan 2022 - May 2022

- Scripted and implemented various puzzle sequence mechanics and camera sequencing to enhance the puzzle's narrative beats.
- Collaborated closely with level and puzzle designers to implement vegetation and stone puzzle assets.
- Conducted thorough playtesting and debugged environmental puzzle behavior alongside the team's programmer, ensuring that puzzle functionality is properly implemented in game scenes.