Max Pfeifer
Gameplay Designer

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Skilled Gameplay Designer with extensive knowledge of Unreal Engine 5 and experience working on both AAA and mobile games at studio's such as The Coalition and Koolhaus Games Inc.

Experience

The Coalition Studio - Gameplay Designer *(Sept 2021 - Present)*
- Worked with gameplay leads and gameplay director to craft unique experiences and iterate on existing gameplay mechanics
- Prototyped and iterated on new and improved mechanics and proactively engaged with stakeholders to align on vision
- Crafted quality designs through collaborative iteration and communication with gameplay engineers and artists
- Developed and iterated on core game principles and proactivly communicated learnings to the wider team
- Wielded Unreal Engine 5 to stand up features quickly and efficiently
- Tracked task creation and execution in collaboration with producers through Jira
- Tested and maintained designed prototypes in engine to ensure function through iteration and production cycle
- Championed playtesting to gather and provided actionable feedback through the use of comparative and competitive analysis of other games
- Created and maintained design documentation throughout the lifetime of a feature's development

Koolhaus Games Inc. - Game Designer (*Oct 2020 - Sept 2021)*
- Shipped and maintained *NBA Supercard,* a free to play live service model mobile game
- Worked with design leads to drive the design and implementation of new card battling game modes, events, and progression features
- Created and maintained the system framework in which cards were balanced for both for new tier and inter-tier releases throughout the lifetime of the the game
- Collaborated with engineers to build, maintain, and optimize features so they can be stood-up and iterated on as rapidly as possible within a live game
- Worked heavily within Excel to make future game mode iterations and general game balance easier and less time-consuming
- Documented game features, modes, and systems in order to track iterations and create a source of truths to be shared with the team

Game Dev Skills
- Game Design
- Gameplay Design
- Level Design
- System Design
- Feature and System Documentation

Engine Skills
- Unreal Engine 5
  - Blueprint Scripting
  - Animation Graph
  - Material Graph
  - UI Widgets
- Unity
  - C# Scripting
  - VR/AR development

Other Software skills
- Adobe Photoshop
- Perforce (P4V)
- Microsoft Office
- Jira
- Mind Manager
- Confluence

Education

LaSalle College Vancouver *(Oct 2018 - June 2020)*
Game Art and Design - Diploma
- Outstanding Achievement Award (July 2020)
- Dean's List (July 2020)