

# Tylar Allinder

Game Designer, US Citizen

Location: Stockholm, Sweden

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## PERSONAL STATEMENT

Focus-driven system designer with an interest in balance and economy/progression. I believe that the quickest way to fun is by utilizing player playstyles and power fantasies. A passionate believer in doing what it takes to create a superior experience, I am a perfect fit for any team looking for a pair of eyes in detail-oriented design.

## EMPLOYMENT HISTORY

### 03/2017 - Starbreeze Studios - Systems Designer

#### *Overkill's The Walking Dead*

- **Economy:** Designed micro and macro economy, both in main game and metagame. Includes working directly with gameplay programming and level design on loot distribution setup and execution.
- **Metagame:** Established design for survivor camp management systems, vendors, and character upkeep. Collaborated with UI on screen design for all metagame menus.
- **Progression:** Created unique XP progression system and rarity system. Worked on unlockables system with gameplay programming, enabling cosmetics, questing, and more.
- **Ranged Combat:** Designed ranged weapons in a spread-centric atmosphere based on player psychographics. Worked with gameplay programming to keep data replication needs to a minimum and weapon art on weapon necessities.
- **Melee Combat:** Worked directly with animators and gameplay programming to establish notify-based CQC combat system enabling light/heavy attacks.
- **Console Design:** Worked closely with console developers to design gamepad features such as aim assist, input, and UI.
- **Abilities:** Collaborated with technical designers to create abilities/effects using UE's ability system. Includes team effort with UI, gameplay, and level design to match combat tempo and expectations.
- **Analytics:** Spearheaded need for analytics as a method to understand/leverage player behavior in a positive way. Worked directly with programmers and marketing to establish design necessities.
- **Gameplay Balance:** responsible for gameplay balancing on all above features as well as performing weekly internal/external playtests, providing full feedback to help other members of design team to balance relevant systems.

### 2015 - 2016 Aura Light US Inc. - Manager: Projects/Marketing

- Developed and streamlined project schedules & procedures for long-term product application.
- Managed major project across multiple states, track shipments, outgoing orders, & invoicing (\$18MM+)
- Created marketing materials via Indesign & Photoshop, as well as create templates & procedures.

### 2014 - 2016 Victory Point Games - Game Developer (Contract)

#### *Renegade Board Game*

- **Theme:** Worked with designer to rebuild theme from ground up, ensuring a more colorful art palette and better mechanical potential.
- **Gameplay:** Collaborated with designer to simplify gameplay, develop new core and advanced mechanics for theme; evangelized "easy to learn, difficult to master" methodology.
- **Art:** Developed iconography-based text system to dramatically lower translation costs.
- **Iteration:** Developed digital version on existing software for rapid iteration with UK-based designer.

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## 2007 - 2013 Bandai America Ltd - Lead Designer: Card Games & Board Games

### *Naruto Collectible Card Game*

- **Gameplay:** Designed card effects to synergize with release themes/archetypes in current storyline. Worked with marketing to tonally match with adverts for releases.
- **Balance:** Balanced all of the above gameplay, coordinating internal and external playtesters to provide feedback in an organized, digestible manner.
- **Production:** Tracked all art and production costs, releasing a live cost analysis each week to executives. Daily email updates with licensor (Viz Media) were performed for approvals on product releases.
- **Art:** Collaborated on card layouts, promotions, and storage artwork with graphic design, external art, and licensor.
- **Legal:** Submitted all necessary documentation with legal dept to secure approvals on releases.
- **Marketing:** Worked directly with Bandai Namco Games on cross product promotion.

### *Resident Evil Deckbuilding Game*

- **Pitch:** Pitched gameplay, cost analysis, and road map. Worked closely with R&D to perfect all aspects of pitch.
- **Gameplay:** Created card effects to match player expectation of theme in each release. Requested and retrieved proper artwork from licensor (Capcom).
- **Balance:** Balanced all of the above gameplay, coordinating internal and external playtesters to provide feedback in an organized, digestible manner.
- **Production:** Tracked all art and production costs, releasing a live cost analysis each week to executives. Checked in regularly with printing factory to check on shipment schedules, costs, and other needs.
- **Legal:** Submitted all necessary documentation with legal dept to secure approvals on releases.
- **Art:** Collaborated on card layouts and promotions with graphic design, legal, and licensor.

### *Power Rangers Card Game*

- **Gameplay:** Created game engine, card effects, and set themes/archetypes.
- **Balance:** Balanced all of the above gameplay, coordinating internal and external playtesters to provide feedback in an organized, digestible manner.
- **Production:** Created release schedule, tracked costs, and informed executives regularly on status of game.
- **Art:** Collaborated on card layouts and promotions with graphic design, legal, and licensor.

## Technical Skills

**Applications** Unreal Engine 4, Adobe Suite, Microsoft Office, Google Docs, Confluence, JIRA, Perforce, Playfab

**General Skills** Game balance, economy, progression modeling, ranged weapons, melee weapons, combat

## References

Jack Taylor - UI/UX Team Lead, The Walking Dead, Starbreeze Studios

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Sam Collier - Gameplay Programming, The Walking Dead, Starbreeze Studios

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Jack Huang - Graphic Designer, Bandai America

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