

TRAVIS STEWART

TECHNICAL/SYSTEMS DESIGNER

UNREAL ENGINE 4/5/6

- Blueprints
- Common UI
- State Machine
- State Trees
- Behavior Trees
- Gameplay Ability System
- Smart Object Subsystem
- C++

SKILLS

- Adobe Suite
- Maya
- Java
- Excel
- OBS

TTRPG GM/DESIGN

- 19 years of wrting and designing multiple homebrew campaigns.
- Designed Deck Building mechanics for one-shot adventures.
- Designed original homebrew systems that emphasized grounded combat in a magical setting.

HOBBIES / INTERESTS

- HEMA - Historical European Martial Arts, 14th century sword combat.
- Chainmail weaving.
- Music writing, drumming, and performing.
- Story writing, world building, and letter-by-mail narratives.
- Philosophy, history, and religious studies.
- Mead brewing.

CONTACT

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TRAVISSTEWARTGAMES.COM

Seeking mid to senior/lead level roles as a Technical Systems Game Designer.
5+ years AAA experience as technical systems designer.
8+ years experience with Unreal Engine.

Final Strike Games - Technical Systems Designer

2025 - present

AAA Co-Dev Project with Epic Games

- Rapidly prototyped gameplay features and NPC behavior using cutting edge technology alongside existing Unreal Engine tech.
- Designed and implemented innovative Smart Object features.
- Implemented Smart Object creation pipeline for rapid development.

2025- 2025

Fortnite Chapter 6 Finale, Zero Hour

- Prototyped dozens of gameplay features combining older and newer systems under tight constraints.
- Rapid bug fixing.
- Optimized blueprints and tech anim for multiplayer spectacle.

Free Range Games - Technical Systems Designer

2024- 2025

1001 Threads of Mizan

- Designed and implemented 7+ multiplayer systems:
 - In game economy for action adventure exploration.
 - NPC Schedule System to implement time loop quests.
 - Inventory system.
 - Puzzle, Questing, and Layout tools and Systems.
- Implemented Quests and Puzzles using Blueprints and State Machine.
- Wrote and updated robust documentation for all systems and tools.
- Created tools and pipelines reducing tasks from minutes to seconds.
- Mentored non-technical designers in tech design principles.
- Refactored Quests, Systems, and Blueprints for game optimization.

That's No Moon Entertainment - Game Designer

2021-2023

Crossfire

- Designed and implemented multiple core gameplay systems:
 - Crafting system
 - Inventory system
 - Gameplay systems that AI can perceive and respond to.
 - Inventory and HUD UI using Unreal's Common UI
- Designed and created tutorial levels for narrative driven gameplay.

EDUCATION

2011- 2013

Art Institute of Tennessee-Nashville - Bachelors: Media Arts & Animation

2008-2010

ITT Technical Institute - Associates: Visual Communication

2006-2007

Samford University - Philosophy and Religion

OTHER WORK EXPERIENCE

2016-2021

Top Flight Aerostructures Inc. - Aerospace QA Technician

2006- 2019

Food Service, Retail, and Tutoring - Details available upon request