TRAVIS STEWART

TECHNICAL/SYSTEMS DESIGNER

UNREAL ENGINE 4/5

- Blueprints ------------- 7y
- Common UI ----------- 3y
- Finite State Machine ----- 3y
- Gameplay Ability System - 2y
- C++-----------------3y

SKILLS

- Adobe Suite
- Maya
- Java
- Excel
- OBS

TTRPG GAME RUNNER

- Wrote, designed, and ran countless homebrew campaigns for over 19 years in multiple tabletop systems, such as D&D and Pathfinder.
- Designed and ran 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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Looking for mid to senior/lead level roles as a Technical Systems Game Designer. 5 years AAA experience as technical systems designer, more than 7 years experience with Unreal Engine.

INDUSTRY EXPERIENCE

2024-2025 Free Range Games - Unannounced AAA Title
Technical Systems Designer

- **Designed and implemented 7+** foundational and modular gameplay systems including:
  - In game **Economy** for **multiplayer** action adventure exploration.
  - **NPC Schedule System** that allowed narrative and quest designers to implement cause-and-effect time loop quests.
  - **Inventory system**
  - **Puzzle, Questing, and Layout tools and Systems**
- **Implemented Quests** and **Puzzles** using Blueprints and Unreal's **Finite State Machine.**
- Wrote and updated robust **documentation** for all systems and tools.
- **Created tools and pipelines** that reduced frequent layout tasks from minutes to seconds..
- **Mentored non-technical designers** in tech design principles.
- **Refactored Quests**, **Systems**, and **Blueprints** for **game optimization.**

2021-2023 That's No Moon Entertainment - Unannounced AAA Title
Game Designer

- **Designed** and implemented multiple **core gameplay systems**:
  - **Crafting system**
  - **Inventory system**
  - **Interactive causal systems** such as a "sound trap" system that AI would hear and respond to.
  - **Inventory and HUD UI** using **Unreal's Common UI**
- **Designed** and created **3rd person** tutorial levels for **linear narrative driven gameplay.**

EDUCATION

2011-2013 Art Institute of Tennessee - Nashville
Bachelors of Media Arts and Animation

- Started and led the Game Design Initiative club so students could apply their disciplines to game development.
- Specialized in 3D Art and Animation using Maya and 3DS Max.
- Created an Independent Study for Game Development in Unity.

2008-2010 ITT Technical Institute
Associates of Visual Communication

2006-2007 Samford University
Philosophy and Religion

OTHER WORK EXPERIENCE

2016-2021 Top Flight Aerostructures Inc.
Aerospace Quality Assurance Technician

2009-2016 Walmart, Publix, and Kroger
Grocery Clerk, Dairy Manager, Frozen Manager

2006-2009 Samford Food Court, Ruby Tuesday's, and Shoney's
Line cook, Server, Salad Bar Attendant