

HYRUM GUNTHER

Technical Designer



(435) 232-7075



hygunth@gmail.com



www.hsgunther.com



[LinkedIn](#)

SKILLS

TECHNICAL DESIGN

- Visual Scripting
- Prototyping
- Design Iteration
- Gameplay & Mechanics
- Combat Design
- Level Design
- Pipeline Integration
- AI Behavior Trees
- Animation Events & State Machines
- Documentation
- Performance & Stability

PROGRAMMING

- IdTech (Proprietary Engine)
- Unreal Blueprints
- C/C++
- Python
- Git & Perforce

PROFESSIONAL

- Interdisciplinary Collaboration
- Teamwork
- Critical Thinking
- Creative Problem Solving
- Public Speaking & Pitching
- Agile Methodology/Jira
- Production & Development

EDUCATION

MASTER OF GAME DEVELOPMENT

University of Utah | 2021-2023

BS: COMPUTER ENGINEERING MINOR: CS, DANCE

BYU | 2016-2020

PROFESSIONAL EXPERIENCE

IDSOFTWARE | TECHNICAL DESIGNER | 2023-PRESENT

DOOM: THE DARK AGES - IDTECH8

- Designed, prototyped, and iterated on visual-scripted gameplay features, including level logic, puzzle mechanics, enemy behaviors, and map transitions
- Collaborated extensively with art, animation, cinematics, VFX, and audio teams to plan and integrate their work into the game engine, from temporary stubs to finalized assets
- Led tech design efforts on boss fight experiences, working with producers, designers, animators, and programmers to keep efforts in-scope while exploring new player experiences
- Contributed to visual-scripting best practices and documentation
- Served as the go-between for the engineering and design teams during development of visual-scripting features such as code macros
- Owned responsibility for level stability, from blockout to final shippable, ensuring that the levels were completable, and that game-breaking and progression-breaking bugs were fixed quickly

AVALANCHE SOFTWARE | DESIGNER | 2022-2023

HOGWARTS LEGACY - UNREAL ENGINE 4

- Supported combat designers through the implementation and upkeep of enemy camps and patrol behaviors
- Contributed to open-world level design through strategic placement of assets to enhance the player experience
- Tracked, organized and placed collectible resources in the open-world to support player progression and game flow
- Coordinated with level designers, systems designers, and environment artists to ensure my work meshed well with other aspects of the open-world experience

FAT BEAR SOCIETY | DESIGNER | 2023

ECHO OF THE LAST LIGHT - UNREAL ENGINE 5

- Designed and implemented gameplay mechanics, levels, and combat experiences for a 3D action-puzzle game
- Designed and created AI behavior trees for enemies and NPC player companions
- Facilitated internal and external playtesting and processed feedback to aid in team discussions and development

SPACE DYNAMICS LABORATORY | ENGINEER | 2020-2021

- Designed, implemented, tested, and validated software and hardware for control of space instrumentation