



# Bradley Pirkle

## GAME DESIGN

### ABOUT ME

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I am a Game Designer with a specialization in systems and gameplay. I'm currently employed at Aspyr Media as a Quality Assurance Tester III, where I've helped to ship several successful ports including Civilization VI: Frontier Pass, Planet Coaster, and Jedi Knight: Jedi Academy. I studied game design at the Savannah College of Art and Design, where I created projects that have won awards for their Design and Development. I bring a passion for games and game development, an eagerness to work as a part of a high-performance team, and a positive attitude with the drive to enable those around me to create their best and most creative works.

### CONTACT

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### SKILLS

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Unreal Engine 

Blueprinting 

C++ 

JIRA 

Autodesk Maya 

Microsoft Excel 

Google Sheets 

### ACHIEVEMENTS

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2021

Successfully Assisted in the Launch of the Console Ports of Civilization VI: Frontier Pass

2019

The Rookies Competition  
2019 finalist: Iron Horizon

### WORK EXPERIENCE

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#### EMBEDDED DESIGN TESTER FOR ASPYR MEDIA ON THE KNIGHTS OF THE OLD REPUBLIC: REMAKE

JULY 2021 - JULY 2022

Implemented character perks and abilities within the Unreal Engine as designed, developed over 40 unique perks, and assisted with core gameplay abilities.

Assessed and reported on custom Unreal Engine development tools, assisting in their design to ensure ease of use and scalability.

Supported the core design team to ensure the functionality of gameplay mechanics and systems, adjusting to meet the current milestone's goals.

#### QUALITY ASSURANCE TESTER III FOR ASPYR MEDIA

MARCH 2020 - PRESENT

Utilized JIRA to track issues, creating tickets that were concise, thorough, and informative for efficient tracking and bugfixes.

Collaborated on a database of issues, prioritizing the most critical, and delivered consistent and elegant reproduction steps.

Successfully aided in launching ports for products including the Civilization VI: Frontier Pass, Planet Coaster, and Jedi Knight: Jedi Academy.

#### LEAD GAMEPLAY AND SYSTEMS DESIGNER FOR IRON HORIZON

OCTOBER 2018 - JULY 2019

Scripted, balanced, and polished a variety of gameplay elements utilizing blueprints within the Unreal Engine.

Developed modular systems that enabled designers to easily tweak and shape gameplay; including weapons, game managers, and environmental interactables.

Lead a team of 9 individuals through the application of Agile development practices to accurately and predictably meet time-line goals.

### EDUCATION

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#### SAVANNAH COLLEGE OF ART AND DESIGN

Bachelor of Fine Arts: Interactive Design and Game Development  
Graduated May 2019, Magna Cum Laude