

# Cord Carney

---

206-856-8995 | cord.carney@gmail.com | www.linkedin/in/cordcarney

## LEAD GAME DESIGNER AND MANAGER

- 10 years of professional experience, designing everything from economies, shooter mechanics, social MMO activities and play spaces, to top-grossing mobile hits
- Leader of teams covering the full scope of production, across Prototyping, Development, and Live phases; Product Owner and Scrum Master certified
- Focused on product and project ownership with experience establishing and directing game vision with an adaptive, iterative approach to game design
- Dedicated to data-driven decisions to make systems that engage, retain, and monetize
- Proven track record for making games that are both a hit among users and financially successful
- Knowledgeable as a manager, with experience in assembling and running high-functioning design teams that foster growth and cooperation
- Experienced developing games in Unity and Unreal as well as white-box modelling in Maya

## PROFESSIONAL EXPERIENCE

Symbiotic Entertainment

CURRENT

### **PRODUCT MANAGER, 2017-CURRENT**

Unannounced Title (iOS, Android)

- Project leader, responsible for setting creative and business direction supported by market research and focus testing
- Technical and systems designer, working with engineering and other designers to create scalable, data-driven design systems
- Product Owner, responsible for defining a product roadmap and backlog
- UX designer, overseeing the prototyping process of new multiplayer features

Glu Mobile, Bellevue, WA

2012 - 2016

### **LEAD DESIGNER, MANAGER, 2014-2016**

Deer Hunter 2016 (iOS, Android)

- Design leader for the product, responsible for creating and ensuring the production roadmap, vision, and quality of execution
- Principal Systems Designer, responsible for the creation of all gameplay and non-store functionality, from prototyping to our latest 2.1 binary update
- Product Owner for a scrum team, defining sprint stories, ensuring clear communication of goals and system details as well as verifying the quality completion of stories and tasks
- Contributed to the business case for the title by providing the initial gameplay, meta, and economic prototype and design
- Management of a team of 4 designers, including career and performance advisement

### **LEAD DESIGNER, 2012-2014**

Deer Hunter 2014 (iOS, Android, Facebook)

- Design leadership in the creation of a top-ranking and top-grossing mobile hit
- Responsible for systems design for all non-store systems and meta mechanics
- Content Design for all gameplay at launch, created in Unity, defining the template for all future content creation
- Oversaw design and implementation of a highly successful 2.0, which introduced both new systems as well as refinements to the existing user experience

# Cord Carney

---

cord.carney@gmail.com | Page 2 of 2

Glu Mobile (continued)

## **SR. SYSTEM DESIGNER, LEAD CONTENT DESIGNER, 2014**

DinoHunter (iOS, Android)

- Created the initial economic and progression design
- Reorganized the live content creation team and established team procedures for the game to meet an ambitious schedule
- Helped refine and improve team engagement with the production pipeline, establishing better rules for story creation, acceptance, and verification
- Worked with a team of designers and product managers to refine the game's first time user experience to optimize the game's retention

## **CONTENT DESIGNER, 2012**

Death Dome (iOS, Android)

- Balanced combat, weapons, and accessories
- UI/UX tuning
- Implemented an "Endless Mode" feature

NCsoft / Paragon Studios, Mountain View, CA

2011 - 2012

## **WORLD DESIGNER**

City of Heroes (PC)

- World design and event system design

Sony Online Entertainment, Bellevue, WA

2007 - 2011

## **DESIGNER**

The Agency (PC, PS3)

- World design and PVP level design

Amaze Entertainment, Kirkland, WA

2006 - 2007

## **DESIGNER**

- Over the Hedge (PSP)
- Indiana Jones and the Staff of Kings (PSP)
- Where the Wild Things Are (PS3, Wii, Xbox 360)

## EDUCATION

University of Washington, majored in Linguistics  
Bellevue College, achieved Associates of Arts degree

## CERTIFICATIONS

Scrum Master Certified  
Product Owner Certified

## SKILLS

Engines: UDK, Unity  
Production: Perforce, DevTrack, Jira  
Presentation: Photoshop, Visio, Word, Excel, PowerPoint