Adam Malas

adammalas.com | linkedin.com/in/adammalas | adam1six1@gmail.com

Projects

Gameplay Systems Designer (Contract) West Lafayette, IN
Steamshark - Team of 17 *July 2025 - Present*

- Translated high-level combat and player mechanics into clear, actionable documentation in **Godot**, ensuring seamless cross-disciplinary alignment across engineering, art, and design.
- Conceived and defined the unique selling point for core gameplay systems, partnering with project leadership to establish quality bars and validation frameworks.
- Authored comprehensive Game Design Document specifications, focusing on player movement, weapons, and combat attack systems.

Game Designer, Project Lead West Lafayette, IN
Razor Cyclone - Team of 6 *August 2024 - May 2025*

- Refined and balanced gameplay in **Unity** through iterative tweaks, ensuring an engaging and well-balanced player experience.
- Created comprehensive design documentation to facilitate clear and effective communication with development team.
- Designed simple yet versatile mechanics that enable strategic depth and emergent gameplay
- Conducted playtesting and iterated based on feedback to enhance gameplay intuitiveness and user experience.

Game Designer, Project Lead West Lafayette, IN
Dungeons & Doors - Team of 6 *February 2024 - August 2024*

- Integrated assets in **Unreal Engine 5**, configuring materials, lighting, and scene elements to ensure a polished, functional, and visually appealing presentation of game.
- Designed enemy behaviors and created detailed documentation for programming team to implement game features.
- Conducted multiple playtest sessions, analyzed feedback, and iterated on game design document to refine gameplay and UX

Skills

- **Technical:** Unreal Engine, Unity, Blender, Adobe Illustrator, Photoshop, Jira, Github
- **Design:** Documentation, Systems Design, Technical Design, playtesting and iteration

Education

Purdue University West Lafayette, IN
Bachelor of Science in Game Development and Design *August 2022 - December 2026*
Bachelor of Science in Animation and Visual Effects

Certifications

Game Design Skills West Lafayette, IN
Mastering Game Mechanics Bootcamp | Depth at Scale *January 2025- May 2025*

- Developed expertise in tools, processes, and skills to consistently design mechanics that create deeper, more engaging gameplay at scale.
- Enhanced design thinking and communication, with a focus on clarity, sharpness, and nuance in design decisions.