

Daniel Gramling

Game Designer

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[LinkedIn](#) | [Portfolio](#)

TECHNICAL SKILLS

- **Programming Languages:** C++, C#, Python, HTML, CSS, Javascript
- **Tools & Engines:** Unity, Godot, Unreal Engine, Github, Adobe CC, Blueprints, Google Docs, Miro

PROJECTS

Kiwi Punch

September 2024 – May 2025

Lead Designer

- Game submitted to Steam resulting in 12 sales and one favorable Curator review.
- Wrote and maintained documentation about game systems to maintain team agreement throughout the project.
- Built the framework of actions the players can use, establishing the core gameplay.
- Collected feedback from 30 reviews across physical, digital platforms to improve BeatTown.
- Received feedback from artists, sound designers, and programmers to improve gamefeel.

BeatTown

Jan 2024 – May 2025

Game Designer

- Charted the project's emotional arc and in-game events to create a cohesive, engaging experience throughout.
- Gathered and integrated user feedback from regularly scheduled playtests to improve player experience.
- Regularly updated team about the feedback received to ensure necessary gameplay improvements.
- Crafted the player's actions around the player goals and balanced difficulty to create engaging scenarios.

Factory Wars

Jan 2024 – May 2025

Game Designer

- Developed a game concept from scratch and created an engaging board game.
- Wrote a professional Rule Book for the game and updated it using player feedback from scheduled playtests.
- Built a physical prototype using materials.

Daily Invasion

Sep 2023 – Dec 2023

Designer

- Pitched our project at IU, introducing our company/project to industry leaders.
- Developed the gameplay of the game. Iterated on the gameplay using player feedback.
- Build a prototype using Unreal blueprints and paper.
- Communicated with the vision holder, artist and programmer about gathered player feedback.

EDUCATION

Indiana University, College of Arts and Sciences

Bachelor of Science

Major: Game Design

Bloomington, IN

May 2025