PAUL AN - Game Designer

Email: paulan94@gmail.com

Portfolio: paulan94.github.io/GamePANPortfolio/

EXPERIENCE

Drop Fake July 2024 - present

Senior Game Designer (Unity) dropfake.com

- Designing core combat systems for an unannounced title based on one of the world's most iconic IPs
- Creating and implementing character kits in Unity using a custom visual scripting tool
- Leading FTUE flows, core combat design, RPG systems, designer interviews, mentorship, and more.

Netherrealm Studios (Warner Bros Games)

June 2023 - July 2024

netherrealm.com

Game Designer (Unreal Engine 5)

- Designed and implemented 10+ characters in UE5 for Mortal Kombat: Onslaught from production to post-launch.
- Participated in design reviews- updating character and item functionality based on peer and public feedback.
- Maintained and updated internal design docs, wiki pages and consumer facing update/release notes.

Rev Dev Studios

February 2021 - December 2023

bit.ly/3GQfeCd

Game Designer (Unity)

- Designed, implemented and documented monetization & economy systems using Machinations, Sheets, C#, SQL.
- Created and maintained 20+ Design Documents/Spreadsheets (GDDs, Economy, Progression, Combat, AI, etc.)
- Released Windwalker- a turn based monster collector with over 300k unique items/monsters RPG on Steam.

Facebook/Meta

November 2021 - March 2022

Software Engineer

facebook.com

- Developed and maintained PHP backend for Oculus Quest payments processing portal.
- Participated in oncall rotations to maintain, debug and triage failures across the shop fulfillment process.

Turn Me Up Games

August 2021- November 2021

Gameplay Programmer (Unreal Engine 4) (3-mo. Contract)

turnmeup.la

- Developed navigation and pathfinding systems for AI controllers using Unreal Engine 4 Blueprints.
- Contributed to TMU's unannounced original IP game; TMU is known for porting acclaimed titles like *Borderlands, Tony Hawk's Pro Skater 1+2*, and *Journey to the Savage Planet*.

TrueAccord

September 2019 - February 2021

trueaccord.com

Software Engineer

- Designed and maintained software in Scala and Python to automate helpdesk services using Twilio and Zendesk.
- Led technical interviews and hired multiple mid-to-principal level engineers for the scalability and product teams.

Boeing

November 2017 - March 2018

Software Engineer

boeing.com

- Developed Python and C++ solutions for networking connections, enabling the US Navy to transmit, process, and compress audio data for anti-submarine warfare.
- Optimized production builds by refactoring unit tests in Python and proprietary automated scripts, reducing file size by 54% and improving build efficiency.

PROJECTS

WindWalker (Unity Project)

bit.ly/431obFp

- Led a small team to develop *WindWalker*, a mobile turn-based RPG available on Steam.
- Published 50+ blog posts and videos documenting game systems and design decisions, showcased on my portfolio.
- Designed and implemented 100+ unique skills, and built a custom procedural generation tool to generate 300k+ unique monsters and items.

EDUCATION

University of California, Irvine c/o 2017 — B.S. Computer Science. Dean's List