PAUL AN - Senior Game Designer

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Portfolio: paulan94.github.io/GamePANPortfolio/

EXPERIENCE

Drop Fake   July 2024 - present
Senior Game Designer (Unity)   *dropfake.com*

• Lead combat and gameplay design for an unannounced mobile RPG based on a major IP, owning features from concept through implementation and polish.
• Design and implement character kits, skins, and RPG systems in Unity using a custom visual scripting pipeline.
• Own FTUE flows and early game experiences, improving onboarding clarity for engagement based on telemetry.
• Collaborate closely with engineering, animation, and VFX to prototype mechanics, tune combat feel, and ship scalable systems.

Netherrealm Studios (Warner Bros Games)   June 2023 - July 2024
Game Designer (Unreal Engine 5)   *netherrealm.com*

• Designed, balanced, and implemented 10+ playable characters for Mortal Kombat: Onslaught using Unreal Engine 5 and Gameplay Ability System.
• Focused on combat readability, counterplay, and moment-to-moment feel for mobile.
• Maintained internal design documentation and contributed to player-facing patch notes.

Rev Dev Studios   February 2021 - December 2023
Game Designer (Unity)   *bit.ly/3GQfeCd*

• Designed and implemented combat, progression, economy, and AI systems in Unity/C#.
• Created and maintained 20+ public facing design documents and balance spreadsheets across gameplay systems.
• Built data-driven tools and automated testing workflows to tune combat and economy.
• Shipped *Windwalker*, a turn-based monster collector RPG on Steam featuring 300k+ unique items and creatures.

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
Software Engineer   *trueaccord.com*

• 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 use in anti-submarine warfare.
• Optimized production builds by refactoring unit tests in Python and proprietary automated scripts, reducing file size by 54% and improving build health and efficiency.

EDUCATION

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