



# STEVE DATZ

GAME DESIGNER

## About

I really love bridging the gap between real life and game mechanics. My love for games has led me into learning many different skills such as programming, VFX, project management, and production. However make no mistake, I am a designer first and am seeking an entry-level role as a Gameplay Designer as I finish my degree by May 2022. I am willing to relocate for the right opportunity.

## Work Experience

2021-Present

*Flying General Games*

### GAME DESIGNER

FGG is an LLC I established so other ambitious students/recent alumni could work together on shipping a commercial title. I was responsible for all the design on Notoris: The Goblin War, which included design for narrative, races, factions, characters, troops, abilities, stats, buff/debuff systems, combat, battlefields, and user interface design.

2020-2022

*UW-Midwest Manufacturing Outreach Center*

### GAME DESIGNER

I worked with the stakeholders to design Buzz Digital, a multiplayer tablet-based simulation from the ground up. I was responsible for translating real-world manufacturing principles into a digital experience. I defined the interactions, user interface, customizable parameters, round metrics, and an onboarding tutorial. I set up and conducted multiple UX and stakeholder tests which provided invaluable feedback to iterate on. I was also responsible for documenting and maintaining a budget for development.



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## Education

**Expected May 2022**

Bachelor of Computer  
Science and Game Design

### UNIVERSITY OF WI-STOUT

- 3.8 GPA
- Member of International Game Developers Association (IGDA)

## Design

- Stat/Ability
- Combat
- Upgrade
- Character
- User Research
- User Interface
- Documentation

## Skills

- Word/Excel
- Docs/Sheets
- Unity
- C#
- Agile
- Lua
- Photoshop
- Git/SVN