

TANYA H. BRICKER

TECHNICAL GAME DESIGNER

GAMEPLAY SYSTEMS • MOBILE GAMES • UGC • EDUCATIONAL GAMES

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ABOUT ME

Technical Game Designer with 7+ years of experience designing gameplay systems, progression, educational games, and UGC experiences. I enjoy transforming ideas into polished gameplay through rapid prototyping, cross-functional collaboration, and technical implementation.

CORE SKILLS

GAME DESIGN

- Gameplay Systems
- Progression
- Economy
- Core Loops
- Live Ops
- Balancing
- Level Design
- UX for Games

ENGINES

- Unity
- Unreal Engine
- Roblox Studio

TOOLS

- Figma
- Jira
- Confluence
- Claude AI
- Photoshop
- Maya

PROGRAMMING

- C#
- Visual Scripting

EDUCATION

Bachelor's Degree in Art for Video Games

COCO School México | Dec 2021

AWARDS

GAME JAM+ 2020

Mexico Winner

EXPERIENCE

TITAN GAMES

Jul 2025 - Present

TECHNICAL GAME DESIGNER

- Lead gameplay design across multiple mobile game projects from concept to implementation.
- Design gameplay systems, progression, retention mechanics, and long-term player engagement features.
- Create comprehensive Game Design Documents (GDDs), feature specifications, and implementation flows.
- Design gamification systems for large-scale telecom entertainment platforms.
- Balance gameplay systems, economies, and progression based on player experience goals.
- Rapidly prototype mechanics using AI-assisted workflows and design tools.
- Collaborate daily with producers, engineers, artists, UI/UX designers, and QA throughout production.

AGE OF LEARNING

Mar 2025 - Jul 2026

GAME DESIGNER

- Owned gameplay design for educational games within the ABCmouse ecosystem.
- Designed gameplay loops, progression systems, and interactive learning experiences for children ages 3-7.
- Collaborated with curriculum specialists, artists, engineers, and producers to create engaging educational content.
- Built rapid gameplay prototypes using Figma and AI tools to validate mechanics before production.
- Balanced educational objectives with player engagement and usability.

SEEDIFY

Jan 2024 - March 2025

TECHNICAL GAME DESIGNER

- Designed gameplay systems and UGC features for Seedworld.
- Owned feature documentation, gameplay specifications, balancing, and implementation support.
- Collaborated with Unreal Engine developers to iterate on gameplay systems.
- Designed player progression and long-term engagement mechanics.
- Worked in a fast-paced startup environment with cross-functional teams.

AMBER STUDIO

Mar 2022 - Jan 2024

GAME DESIGNER

- Lead Game Designer for Secret Neighbor: Roblox Edition and Saw X: Survive the Obby.
- Designed gameplay systems, progression, puzzles, level flow, and player interactions.
- Owned game features from concept through implementation.
- Coordinated closely with artists, engineers, producers, and QA.
- Contributed to two shipped Roblox experiences reaching thousands of players.
- Mentored design decisions and ensured feature consistency across production.

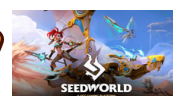
FEATURED PROJECTS



ABCMouse & MRAE
Educational Gameplay Design



POPI
Mobile Gameplay Systems & Gamification



Seedworld
Technical & UGC Game Designer



Saw X: Survive the Obby
Lead Game Designer



Secret Neighbor: Roblox Edition
Lead Game Designer