Addie McFadden

Senior Game Designer

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SKILLS

Game Design

- Experienced in designing for VR, PC, and Location Based Entertainment
- Content design and implementation
- Level design, whiteboxing, pacing, event scripting
- Systems design, prototyping and balancing
- UI/UX design and implementation
- Storyboarding & visual design docs
- Planning and running playtests
- Accessibility advocacy

Engines & Programming

- Unreal Engine 4 & 5
- Unreal Blueprints

Leadership & Management

- Design leadership & direction for multi-disciplinary teams
- Empathetic and people-first leadership approach
- Adaptive problem-solving
- Scope & schedule planning
- Collaborating and processing feedback with clients and stakeholders
- Managing full-time and intern designers
- 360 peer evaluations & assessments
- Advocacy and mentoring

Tools

- Google Suite, Microsoft Office
- Perforce
- JIRA, Trello
- Photoshop, Procreate
- Audacity

EXPERIENCE

Senior Design Manager | Schell Games, January 2019 - November 2026

Unreleased Internal Project | Design Director
Schell Games, January 2026 - November 2026
Multiplayer first person shooter for core gamer audience

- Worked with stakeholders and a multi-disciplinary team to provide direction while also implementing in Unreal to create a polished technical demo for pitching with potential partners
- Lead the team through concepting, prototyping, and vertical slice/technical demo phases
- Designed gameplay and several systems, including procedural level generation rules, mission design, player progression, combat and enemy behaviors, and narrative concepts
- Authored and maintained design documents and pitch decks for internal and external partner use

Project Freefall | Level Designer & Game Designer
Schell Games, May 2025 - December 2025
Multiplayer competitive skydiving battle game, cross-platform VR and flat PC

- Designed the lobby level to teach players how to play the game, and provide an engaging space for players to be in while waiting for others to join their game
- Designed and implemented new obstacles for matches, and worked with artists to create new assets while being mindful of limited scope
- Designed several characters and their lore to help create a diverse cast for players to choose from

Interactive Theme Park Ride | Gameplay & Character Designer, Level Lead
Major Theme Park Company - NDA Client, April 2024 - April 2025

- Created character and gameplay concepts, pitched to directors and clients, lead multidisciplinary

efforts to implement the approved concepts, and iterated based on feedback given by stakeholders
- Designed behaviors for 7 unique enemy characters and 1 boss, and worked alongside animators and engineers to bring them to life
- Authored and maintained design documents outlining the content and gameplay of several scenes

Silent Slayer: Vault of the Vampire | Level Lead & Game Designer
Schell Games, April 2022 - April 2024
Single-player vampire-themed jumpscare puzzle horror game - VR
- Owned the designs for several levels, designing and implementing puzzles that followed the intended difficulty curve and while also themed around the narrative of the vampire in each level
- Designed base puzzle mechanics to be reused and expanded upon across all 10 levels of the game
- Lead the initial prototype team efforts to try out several puzzle ideas and find the fun and tone

Themed Entertainment Experience | Game Designer
Major Theme Park Company - NDA Client, March 2021 - November 2021
- Owned updating the experience flow & event scripting in Unreal and in documentation, implemented UI functionality and visuals, and iterated on gameplay

Pleasant Cove | Lead Game Designer
REAL Systems - Schell Games Client, March 2020 - February 2021
Therapeutic experience for improving the dispositional effects of dementia - VR
- Oversaw several aspects of the game design, including: Interaction design, systems design, game loop iteration, UX & accessibility considerations, prototyping, photography & photo sourcing, and working with Subject-Matter Experts.

Interactive Theme Park Ride | Level Lead & Game Designer
Major Theme Park Company - NDA Client, January 2019 - February 2020
- Joined the project during the latter half of the production phase and eventually became level lead for all four of the levels of this experience, iterating and polishing gameplay in each
- Owned the ride vehicle's UI, from wireframing layouts to and implementation, and owned the balancing of the scoring for the experience

EDUCATION

Berklee College of Music - **Bachelor of Music** in Film Scoring, Minor in Video Game Scoring
Graduated 2016