

# Tess Leiman

## Game Designer

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## Experience

### Blizzard Entertainment

- **Associate Game Designer, Hero Design for [Overwatch 2](#)** **2022 – 2024**
  - Developed new character abilities from concept to live production
  - Reworked characters to address critical design flaws and game balance
  - Balanced playable characters' weapons and abilities for PvE story missions
  - Led and supported multiple event game modes including the successful [April Fools](#) mode
  - Improved the console experience through adding Accessibility options and reworking haptics
  - Communicated with various departments such as QA, Audio, Narrative, Art, and Features
- **Contract Game Designer for [Hearthstone](#)** **2021 – 2022**
  - Designed and implemented over 10 collectible playable characters and 30 boss encounters
  - Wrote multiple story campaigns, dialogue for characters, and additional needed text
  - Consulted on VO recording for written content
  - Balanced PvP characters and PvE encounters through post-launch updates

## Projects

### [Warp Dash](#) - Lead Developer **2021**

- Developed for [Graffiti Games](#) while consulting with developers from Rockstar Games
- Created unique original characters while collaborating with an artist
- Programmed racing combat with character-driven abilities
- Showcased the game at the PlayNYC 2021 convention to over 1000 visitors

### [Laplace's Demon Is Bored](#) - Solo Developer **2020 – 2021**

- Wrote the narrative inspired by Jewish mythology and theoretical physics
- Created character designs for new characters and ones based on folklore
- Created art assets used for characters, menus, gameplay, and UI
- Programmed various tabletop games, such as Koi-Koi

### [Kril](#) - Solo Developer **2018-2019**

- Designed a hybrid stealth/dress-up game about the Transgender experience
- Received over 1000 downloads on itch.io
- Showcased the game at several events including Samsung's Pride and NYU Summer Games Showcase
- Participated on a panel for TransGeek speaking on the game's themes

## Skills

Unity/C#	Adobe Suite	Java
Unreal	Data Analysis	Lua
Jira	Mechanic Design	Rapid Prototyping
Confluence	Feature Design	Quality Assurance

## Education

### New York University **2018**

Bachelor of Fine Arts - Game Design