

ERIC DETERS

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Skills

- Strong grasp of Lua, C++, C#, familiar with C
- Deep understanding of game design and mechanics design
- Comfortable working with others on teams of varying sizes
- Capable of creating, maintaining, and communicating a design vision

Projects

Designer and Co-Director August 2016 - Present

Cures & Curios Team of 14

- Collaborate with a team composed of 5 developers, 4 designers, 4 artists, and 1 sound designer to develop an HTC Vive game built in the Unreal Engine
- Test and iterate on user experience elements, including teaching and controls, to ensure the game is smooth and user-friendly
- Maintain and guide the collective design vision for the game on a macro and micro level

Scripter and Designer September 2015 – April 2016

HARD_CODE (Showcased at PAX West 2016) Team of 12

- Designed, prototyped, and tested a turn-based stealth system to encourage emergent gameplay and unique solutions to problems
- Collaborated with a team composed of 5 developers, 2 designers, 2 artists, and 3 sound designers to develop a turn-base stealth/puzzle game in a custom engine
- Scripted all major gameplay systems in Lua to polish and refine the mechanics and feel of the game

Scripter, Designer, and Writer November 2016 – December 2016

Dead Letters Solo

- Developed a short tone piece set in the Cold War where the player takes on the role of a Russian spy and must decode messages on different radio frequencies in order to escape the country
- Established the tone of classic espionage thrillers through lighting, sound design, and writing/dialogue
- Designed, modeled, and scripted an in-game FM radio to support multiple radio frequencies and transition audio between static and radio frequency audio

Scripter and Designer March 2016 – April 2016

LaseR Solo

- Developed a two-player sports game where each player's goal is a line drawn between them and their opponent, players maneuver around each other to get the ball into their goal
- Designed a unique single-controller multiplayer game to encourage friendly, intimate competition
- Scripted all game mechanics and user interface elements using a proprietary engine to create a smooth, user-friendly experience

Education

Bachelor of Arts in Game Design April 2018 (Expected)

DigiPen Institute of Technology

Studied game design, programming, game production, art, communication, and composition.