TATE MORRIS
***Technical Designer** – Gameplay Systems*

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Education

Champlain College — Bachelor of Science Game Design, Minor in Computer Science *Aug 2024 – May 2026*

Drexel University — Bachelor of Science Game Design & Production, Minor in Computer Science *Sept 2021 – Aug 2024*

Core Skills

- **Tools:** Unreal Engine UE4/UE5 | Blueprints | Unity | Visual Studio Code | C# | C++ | Python | Autodesk Maya | Adobe Photoshop
- **Processes:** Agile | Modular Design | Iterative Design | AI Perception/Response Design | Behavior Trees | Gameplay and Systems Prototyping | QA Testing and Hosting | Asset Integration Pipelines

Notable Project

Lead Designer / Technical Designer — With It We Leave *Aug. 2025 – Present*

- Conceptualized and implemented the core gameplay systems including enemy AI behaviors, player mechanics, and a Sanity system supporting psychological horror pacing; iterated systems through structured playtests, tuning balance, pacing, and readability based on feedback.
- Built modular interaction and trigger frameworks to support level scripting, progression, and narrative events; authored documentation to ensure reliable onboarding and handoff.
- Pitched vertical slice to review committee to determine viability of project to continue beyond prototype phase

Experience

Gameplay Designer (Remote) — Quadratron Games *Sept. 2022 – Mar. 2023*

- Designed and implemented gameplay mechanics, rules, hero abilities, and card effects for a prototype strategy board game.
- Collaborated with project leadership on iterative rule updates, balance adjustments, and expansion planning.
- Conducted repeated playtests, translated feedback into actionable design changes.

Game Guru, Server, Barista, Host — The Board and Brew *Sept. 2022 – Aug. 2024*

- Provided attentive and courteous customer service by answering questions, delivering food and beverages, and offering personalized board game recommendations.
- Worked collaboratively with the team to maintain a welcoming atmosphere and ensure customer satisfaction.
- Managed and organized the board game library, assisting customers with recommendations, rule clarifications, locating games, and coordinating private/promotional events.
- Prepared a variety of caffeinated and alcoholic beverages for patrons.
- Developed and managed the training schedule for incoming Game Gurus and trained new servers to meet company standards within a four-day period.