

Tate Morris

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TECHNICAL DESIGNER – GAMEPLAY SYSTEMS

Innovative Technical Designer specializing in gameplay systems, AI behaviors, and modular frameworks with a strong foundation in game design and computer science. Proven ability to develop engaging core mechanics, optimize gameplay experiences, and collaborate effectively within agile teams to deliver high-quality interactive projects.

EDUCATION

Bachelor Of Science in Game Design, Minor in Computer Science
Champlain College, Aug 2024 – May 2026

Bachelor Of Science in Game Design, Minor in Computer Science
Drexel University, Aug 2021 – Aug 2024

KEY EXPERTISE & CORE ACCOMPLISHMENTS

Gameplay Systems Design
AI Behavior & Perception
Modular Framework Development

Prototyping & Iteration
Level Scripting & Narrative
Asset Integration Pipelines

Agile Development Processes
Game Mechanics Balancing
Technical Documentation

- Led the design and implementation of core gameplay systems for a psychological horror game, enhancing player immersion and pacing.
- Developed modular interaction frameworks supporting complex level scripting and narrative events, improving team onboarding and project scalability.
- Successfully pitched a vertical slice to stakeholders, securing project continuation beyond prototype phase.

PROFESSIONAL EXPERIENCE

Lead Designer / Technical Designer
With It We Leave

Aug. 2025 - Present

Leading the development of core gameplay mechanics and narrative systems for a psychological horror project.

- Designed enemy AI behaviors, player mechanics, and a Sanity system to support 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 comprehensive documentation to facilitate onboarding and project handoff.
- Pitched vertical slice to review committee, demonstrating project viability for continued development.

Gameplay Designer (Remote)
Quadratron Games

Sept. 2022 - Mar. 2023

Developed gameplay mechanics and rules for a strategy board game prototype.

- Designed and implemented hero abilities, card effects, and game rules.
- Collaborated with leadership on rule updates, balance adjustments, and expansion planning.
- Conducted playtests, analyzed feedback, and implemented design improvements.

SKILLS & ADDITIONAL INFORMATION

Technical Skills

Unreal Engine (UE4/UE5), Blueprints, Unity, Visual Studio Code, C#, C++, Python, Autodesk Maya, Adobe Photoshop, JIRA, Confluence, GIT, Tortoise SVN

Professional Skills

Communication, leadership, collaboration, presentation, public speaking, organization, Agile, A/B testing, testing liaison, iteration