WILLIAM CARSON

Game Designer | Gameplay Systems & Player Experience

CONTACT

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Portfolio
LinkedIn

EDUCATION

Bachelor of Science in Game Design
Full Sail University – Winter Park, FL
2022-2024

SKILLS

Game Design

- Gameplay & Systems Design
- Player Experience & Motivation
- Game Balance & Progression
- Encounter & Level Design
- Prototyping & Iteration
- Playtesting & Feedback Analysis

Technical Skills

- Unreal Engine 5 (Blueprints), Basic C++
- Gameplay Logic & Basic Vector Math
- Perforce, Jira, Confluence
- Trello, Microsoft Excel
- Agile, Scrum, Kanban

Tools

- Unreal Engine 5, Unity
- Perforce, Jira, Confluence
- Trello, Microsoft Excel

COMPETITIVE EXPERIENCE

Valorant - Full Sail Armada Collegiate Player | Peak Rank: Ascendant 1

- Valorant player since beta; primarily plays dive Duelists and flash Initiators.
- Competed collegiately, including the Battle for Florida tournament at USF.
- Follows VCT and Tier 2 competition; regularly plays Teamfight Tactics and League of Legends

OUTSIDE EXPERIENCE

Double C – Lancaster, PA
Kitchen Staff/ Server
January 2021 – Present

John J. Jeffries – Lancaster, PA
Dishwasher, Host
January 2018 - December 2020

SUMMARY

Game designer focused on gameplay systems, player decision-making, and competitive player experiences. Experienced designing, prototyping, playtesting, and iterating gameplay in Unreal Engine 5, with an emphasis on responsiveness, readability, balance, and skill expression. Collegiate Valorant competitor and dedicated player of Valorant, Teamfight Tactics, and League of Legends, bringing firsthand understanding of competitive player motivations and a passion for creating systems that reward mastery, adaptation, and meaningful decisions.

PROJECT EXPERIENCE

Project V – Parkour FPS Prototype

UE5 | Team of 6 | 4 Months

Role: Systems Designer, Level Designer, QA

- Designed and implemented interconnected movement systems including slide, dash, and wall-running, tuning mechanics around responsiveness, readability, momentum, and player skill expression.
- Analyzed movement interactions and edge cases involving angled surfaces, ledges, movement transitions, and overlapping player states; iterated on solutions through testing and gameplay evaluation.
- Conducted 10+ structured playtests, translating player feedback and observed behavior into adjustments to movement control and traversal flow.
- Designed modular spaces that encouraged movement mastery and player decision-making through verticality, hazards, and alternate traversal routes.
- Collaborated with a six-person team in Agile sprints using Perforce, communicating design intent and integrating feedback throughout development.

AI Uprising (Solo Project)

UE5 | 1 Month

Role: Designer, Level Designer, AI Scripter

- Designed and implemented enemy AI with Behavior Trees and Blackboards, using sight and sound detection, plus strafing and repositioning behaviors to create reactive combat.
- Built a non-linear level with underground, surface, and rooftop routes, giving players distinct navigation choices and encouraging exploration and replayability.
- Integrated optional objectives and environmental storytelling to strengthen player engagement and conducted focused playtests around navigation clarity, AI responsiveness, and gameplay flow.

Desert Shell (Group Project)

UE5 | Team of 5 | 1 Month

Role: Gameplay Designer, QA

- Designed and implemented core gameplay systems including 360-degree aiming and horizontal movement mechanics.
- Improved player readability through projectile feedback and enemy highlighting, then iterated weekly from structured playtests to refine pacing, UI clarity, and overall player experience.
- Collaborated closely with a five-person team during rapid development cycles to refine mechanics and maintain design consistency.