

Davis Dunaway

TECHNICAL GAME DESIGNER

heyitsdavis.design
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WORK EXPERIENCE

Technical Game Designer · Sheepstack Games

Dec 2025 - Present

Full-time · Remote

- Owned combat and progression design for Kanoa, a TRPG roguelike in pre-production.
- Simplified the combat input system to tighten game feel on both console and PC.
- Designed and implemented 30+ player abilities and 10+ enemy variations.
- Iterated on ability and encounter balance weekly using external playtest feedback.
- Built and presented a polished demo build for 10 publisher meetings at Gamescom.

Gameplay Engineer · Future Trash

Jan 2025 - Dec 2025

Contract · Remote

- Embedded within a major AAA studio to build a new mode for an existing TPS (under NDA).
- Implemented player progression, weapon designs, and content randomization systems.
- Pitched and prototyped progression mechanics the team adopted into the core design.

Technical Designer · Lando Interactive

Jul 2023 - Dec 2024

Full-time · Palo Alto, CA

- Led development and alpha testing on Lando Music, an educational piano game for kids.
- Reframed repetitive practice as play by implementing a core loop inspired by roguelikes.
- Playtested new designs weekly in local classrooms with up to 20 students.

Design Researcher · ARI Robotics Lab

Sep 2021 - Oct 2022

Part-time · Philadelphia, PA

- Developed a VR interface that allowed for real-time robotic control.
- Wrote, presented, and published computational design research at ACADIA 2022.

Game Design Instructor · CMU ETC

May 2021 - Aug 2021

Full-time · Remote

- Built a nine-lesson curriculum covering topics such as feedback loops and triangularity.
- Taught 90 high school students at CMU's ETC Pre-College program.

EDUCATION

University of Pennsylvania

Aug 2021 - May 2022

Master of Science in Design, Robotics and Autonomous Systems

Carnegie Mellon University

Aug 2017 - May 2021

Bachelor of Design, Environments and Product Design

Minor, Game Design

SKILLS

DESIGN: Systems Design, Playtesting & Iteration, Design Documentation

ENGINEERING: Unity (C#), TypeScript, Python, Git