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United States, Seattle, WA



Samantha Holloway

EDUCATION

B.S. in Computer Science with Game Design Emphasis, University of Washington, 2016

Certifications

- Unity Certified Programmer — Issued June 2019
- Agile for Game Development (Coursera) — Completed September 2018

SKILLS

Unreal Blueprints & C++	**Expert**
Unity C# Scripting	**Expert**
Combat & Progression Design	**Expert**
In-Game Economy Balancing	**Expert**
Data-Driven Iteration	**Expert**

Senior Systems Designer

PROFESSIONAL SUMMARY

Innovative Systems Designer with over 8 years in AAA development. Specializes in balancing complex in-game economies, combat mechanics, and progression systems. Deep understanding of player motivation and behavior analytics.

EXPERIENCE

Senior Systems Designer, Obsidian Entertainment, Seattle, WA

January 2020 - Now

- Design and iterate RPG combat systems using Unreal Engine 5.
- Develop dynamic loot and crafting systems integrated with progression loops.
- Utilize player telemetry to balance risk-reward incentives across game modes.

Systems Designer, Crimson Pixel Studio, Remote

May 2017 - December 2019

- Built XP progression and enemy AI behavior trees in Unity.
- Collaborated closely with narrative and art teams to ensure system coherence.