

Abram Stanhope

Game Systems & Level Designer

Personal Summary

			• A problem solver with an eye for detail and innovation. • Has the most experience working in Unity but can adapt quickly to other engines. • Uses an iterative design process to ensure quality. • Brings an open mind when working with others. • Lots of experience coordinating with various team members from different fields.			
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Skills	Academic Projects
Game Engines: Unity, Unreal, UEFN, Custom Version Control: GitHub (Git Extensions), Perforce (P4V), Tortoise SVN Software: Krita (for Concept Art), Word, PowerPoint, Excel, Visual Studio Other Skills: Team Stand-Ups, Presentations, Milestone Planning	Game: Chessnomancy Engine: Unity State: On Hold Team: Team Mulligan Team Size: 19 Role(s): Design Lead, Encounter Designer, Mechanics Designer Sep/9/2024 – Feb/9/2026 Worked with the team to create gameplay mechanics and interactions.

Contact Info

LinkedIn

<https://www.linkedin.com/in/abram-stanhope/>

Buisness Email
[Coming Soon]

Personal Projects

Portal 2 Custom Chambers
Editor: Portal 2
State: On Hold

Size: Solo
Role(s): Puzzle Designer

Nov/11/2025 - Dec/10/2025

Created various custom puzzle chambers with a gradual learning and complexity curve

Experimented with mechanical pacing and tutorialization

Created all 51 puzzle style encounters using a custom encounter editor.

Created the Design Team's documentation and scheduled meetings.

Game: The Maddening Mercy
Engine: Unity
State: Released

Team: Derpy Doggo Digital
Team Size: 14
Role(s): Encounter Designer

Jan/6/2026 - Apr/20/2026

Pitched and documented all the boss unique attacks

Worked in editor to create and balance unique bullet patterns & pace phases