

# Abram Stanhope

## Game Systems & Level Designer

### Personal Summary

- A problem solver with an eye for detail striving to create innovative and engaging experience.
- Primary experience working in the Unity engine, but able to quickly adapt to any game engine when needed.
- Utilizes an iterative design process to ensure game polish and creative solutions.
- Always seeking how to make a project feel unique and memorable compared to other projects.
- Advocates for both setting realistic goals during development and ensuring a quality experience for players.
- Brings an open mind when working with others and always seeking to improve personal performance.
- Always willing to communicate issues that are discovered during development.
- Extremely passionate about various tabletop and video game genres.

### Skills

**Game Engines:** Unity, Unreal, UEFN, Custom  
**Version Control:** Tortise SVN, Perforce (P4V), Github (Git Extensions)  
**Software:** Krita (Concept Art), Word, Powerpoint, Excel, Visual Studio  
**Other Skills:** Team Stand-Ups, Presentations, Milestone Planning

### Contact Info

#### LinkedIn

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

#### Business Email

[Coming Soon]

### Personal Experience

#### The Maddening Mercy | Unity Engine Derpy Doggo Digital | Team of 14

**January 6th, 2026 - Present**

Role(s): Encounter Designer

- Pitched and documented all of the boss unique attacks.
- Worked in editor to create and balance unique bullet patterns & phases.
- Additionally worked as the team's primary User Researcher.

#### Chessnomancy | Unity Engine Team Mulligan | Team of 19

**September 9th, 2024 - Present**

Role(s): Design Lead  
Encounter Designer | Mechanics Designer

- Worked with the team to create gameplay mechanics and interactions.
- Created all 51 puzzle style encounters using a custom encounter editor.
- Additionally worked as the team's primary User Researcher.

### Other Projects

**Galaxy Golf | Custom Engine  
Slimy Studios | Team of 9**

**September 5th, 2023 - May 18th, 2025**

Role(s): Design Lead | Puzzle Designer

- Created various physics based puzzles utilizing gravity themed on mini golf
- Cancelled Project

**Portal Chambers | Portal 2 Editor  
Solo Project**

**November 11th, 2025 - December 10th, 2025**

Role(s): Puzzle Designer

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