

Myron Massey II

Game Designer

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Game Designer with professional experience at Combat Waffle Studios, contributing to Ghost of Tabor and multiple Meta Quest VR projects. Specializes in mission, systems, and gameplay design, leveraging Unreal Engine 4/5 (Blueprints) to implement AI behaviors, economy systems, and live events. Skilled in documentation, narrative design, game balance, QA, and playtesting.

EXPERIENCE

Gameplay Designer | Combat Waffle Studios | Jul 2024 – Jul 2026

Ghost of Tabor - VR Extraction Shooter (Meta Quest VR) | Unreal Engine 4 (Blueprints)

- Designed and implemented gameplay systems, including missions, AI behaviors, bunker features, and economy balancing for a live VR multiplayer extraction shooter.
- Led mission system development from concept to implementation, authoring hundreds of design documents spanning narrative, progression, and balance.
- Authored and implemented numerous Ghost of Tabor wipe events, leveraging backend tools and narrative design to deliver engaging live-service content and seasonal player experiences.
- Coordinated with backend engineers to implement and maintain missions, game items, loot systems, QA tools, and gameplay configurations through web-based backend interfaces and JSON data workflows.
- Partnered with leadership and cross-functional teams to analyze player feedback and drive iterative improvements, balancing weapons, AI, economy, and gameplay systems to enhance progression and overall player experience.

Unannounced Title (Meta Quest VR) | Unreal Engine 5 (Blueprints)

- Collaborated with senior designers, creative leadership, department leads, and external Meta partners to align product vision, design goals, and milestone delivery.
- Directed the lifecycle of gameplay features from concept and documentation through Blueprint implementation, iteration, and final balance, partnering closely with engineers to deliver polished systems.
- Spearheaded the design, prototyping, and balance of core gameplay systems, including combat, enemies, weapons, missions, player controls, inventory, and UI/UX, guiding features from concept to implementation and final polish.
- Led playtesting and QA efforts, authoring test cases, reproducing and regression testing defects, collaborating with engineers to resolve issues, and incorporating player feedback to continuously improve gameplay systems and level design quality.

Multiple CWS Titles (Meta Quest VR)

- Authored complete game scripts and contributed narrative design, gameplay balance, QA, and playtesting across multiple concurrent titles, collaborating with cross-functional teams to support milestone delivery.

EDUCATION

Full Sail University | Sep 2022 – Jul 2024

Bachelor of Science in Game Design

SKILLS

Design: Gameplay Design, Level Design, Systems Design, Mission Design, Narrative Design, Combat Design, Enemy Design, VR Design, Game Balance, Documentation, Iterative Development, Live Service, QA, Data Analysis, Multiplayer, Agile, Scrum

Tools: Unreal Engine 4/5 (Blueprints) • Perforce • ClickUp • Confluence • Jira • Trello • Miro

Projects:

- Ghost of Tabor - VR Extraction Shooter | Gameplay Designer | Jul 2024 - Jul 2026
- 8-Bit Blitz - Platform Speed Runner (UE5) | Level/Game Designer | Mar 2024 – Jun 2024
- Cursed Castle - Metroidvania (UE5) | Level Designer | Sep 2023

Previous Experience:

- Elementary School Tutor/Teacher Assistant | Brookshire Elementary (Full Sail Community Service) | Oct 2023 – May 2024
- Construction Worker | Prosperity Consulting Group LLC | Jan 2018 – May 2022