



Derek Sunshine

Video Game Design
San Francisco, California

Info

786.371.6600
www.dereksunshine.com
derek@dereksunshine.com

SUMMARY

- Proven, innovative, multi-discipline designer with over a decade of experience.
- Leading, mentoring, and inspiring both teams and individuals.
- PC, Mobile, VR, and Console experience.
- AAA, MMO, Action, Adventure, RPG, RTS, Casual, F2P.
- Certified Scrum Master.
- Technical, analytical, and creative.
- Idolizing fun with monetization.

XP EXPERIENCE

KIXEYE - War Commander: Rogue Assault

January 2017 - April 2017
Design Director

- Q1 Live-ops for War Commander: Rogue Assault Launched globally on December 21st 2016.
- Directed design in its first quarter of live focused on ARPU growth.
- Adjusting game balance, economy, and feature development through analytical design.
- Road mapping for Q2 and Q3.

KIXEYE - War Commander: Rogue Assault

March 2015 - January 2017
Lead Designer

- Managed a team of 4 Designers: Associate Game Designer, Senior Level Designer, Senior UX Designer, and Associate UX Designer.
- Mentored on writing specs and designing fun that monetizes.
- Worked close with Sr Leads to develop game vision.
- Featured in iOS Appstore June 2016 during test market.

KIXEYE - Canceled F2P PC VR

October 2012 - March 2015
VR Lead Level Designer

- Vehicular combat Unreal 4 title for PC and VR.
- Co-managed a team of over 20 people from all disciplines.
- Design implementation, prototyping, and mentoring.
- C++, Blueprint, Design, VFX, Rigging, Animating, Sound, and Art.
- Prototyped the first person VR experience on Oculus DK2.

Credits

- War Commander: Rogue Assault
- Right Right Wrong! REDUX!
- RV Runner
- Ultimate Fight Trivia MMA
- Genius Trivia Challenge
- Fast Food Trivia
- Slogan Quiz Trivia
- Memory Core: System Override
- Baby Tap Ding! English
- Baby Tap Ding! Spanish
- 5th Grade Test
- Word Game Quiz
- Right Right Wrong
- Sorcery
- Wildstar Online
- Stargate Worlds



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XP EXPERIENCE CONTINUED

SUM Interactive - Multiple Mobile Casual Titles

January 2011 - December 2014

Co-Founder/Executive Producer

- Co-Founded a mobile game studio; Android, iOS, Kindle and Nook games.
- Project management, P&L, creative design, programming, and art.
- Shipped 11 titles across 4 platforms.
- RV Runner top 10 indie game @ Captivate Conference 2013

The Workshop - Sorcery

March 2011 - November 2011

Senior Game Designer

- Managed a team with Lead Level Designer responsibility.
- Designed and grayboxed 5 of 8 levels.
- Created camera sequences for level establishing cinematics.
- Designed many puzzles and combat spawning throughout.
- Created and maintained all level streaming.
- Assisted in gameplay and story pacing.

Laguna College of Art and Design - Game Art Department

January 2010 - May 2011

Adjunct Professor

- Taught: Texturing and Lighting 1 and 2, Level Design 1 and 2, 3D Environments, and Game Design.
- Contributed to development of the curriculum for students taking 3D studies. -Taught 3D Max, Photoshop, Excel, Word, and the Unreal Development Kit.
- Class was selected for an Autodesk Education project for GDC 2010.

Carbine NCSoft - Wildstar Online

March 2009 - March 2011

Level Designer

- Helped define zone creation process.
- Provided heavy lifting to bring the project to a full production green light.
- Designed and implemented over 8 zones, and 4 dungeons.
- Created the process and tracking sheets for spawning NPCs and monsters.
- Created prototype Ai scripts for enemies.
- Created many prototype dynamic events to provide evergreen content.

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#7 Credits

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XP EXPERIENCE CONTINUED

Cheyenne Mountain Entertainment - Stargate Worlds

January 2007 - January 2009
World Builder 2

- Designed and hand painted terrain for over 12 zones 6 dungeons.
- Developed the process for spawning enemies and tracking them.
- Designed and implemented the first zone to completion.
- Built in Unreal 3.

Hourglass PAST LIFE EXPERIENCE

SheerBliss Ice Cream

March 2005 - December 2006
Senior Graphic Designer

- Created packaging for SheerBliss Ice Cream.
- SheerBliss placed as a Fancy Food Finalist for Package Design at Fancy Food Show 2006.
- Work was featured on the cover of packaging digest Feb 2006.

Strategic Alliance Partners

July 2000 - December 2006
Graphic Designer

- Vectored logos for print on various advertising products.
- Worked on various political campaigns as well as various companies.

Book EDUCATION

The Art Institute of Ft. Lauderdale

September 2001 - December 2006
Bachelor of Science, Game Art and Design

- Various art and design classes related to making games.
- Mainly used Unreal Tournament 2004 to create levels and import assets.
- Won best portfolio Fall 2006.

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