

Portfolio & Contact

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Core Competencies

- Game Systems Design
- Team Leadership
- Rapid Prototyping
- Documentation
- Play Test Conducting
- UX Design

Software Skills

- Unity Game Engine
- Unreal Engine
- Figma
- C# scripting
- Photoshop
- Google Workspace
- Microsoft Office

Interests

- Hiking
- Amusement Parks
- Cooking
- Horror Movies

Drew Godden

Game Designer

Process-oriented problem solver dedicated to delivering exceptional game experiences, with a growing specialization in enemy AI and combat design supported by independent study and personal projects. Brings expertise in leading multidisciplinary teams, rapid prototyping, documentation, and playtest facilitation, developed through industry experience, game jams, indie projects, and academic study.

Experience

Lead Gameplay Designer

May 2023 - Present

Carnegie Learning, Inc. | Remote

- Led the gameplay design and iteration of an award-winning GaaS product
- Led a multi-disciplinary team and managed tasks in daily stand-ups to plan, develop, and launch core gameplay systems
- Mentored junior designers, providing structured 1-on-1 feedback on game features, content and UX improvements
- Facilitated bi-weekly internal feedback sessions to inform gameplay updates

Game Designer

Nov 2021 - May 2023

Carnegie Learning, Inc. | Remote

- Defined and documented core gameplay systems, player progression, and feedback loops for a GaaS product
- Designed 2D grid-based puzzle levels
- Designed UX for character customization and reward sequences
- Applied accessible design practices holistically to ensure inclusivity for a diverse player base

Junior Game Designer

Apr 2021 - Nov 2021

Carnegie Learning, Inc. | Remote

- Defined and documented core gameplay systems for a GaaS product
- Designed turn-based battle system

Junior Game Designer & QA Tester (Contract)

Jun 2019 - Aug 2019

May 2018 - Aug 2018

Apr 2017 - Aug 2017

Clockwork Fox Studios | St. John's, NL

- Designed adaptive difficulty progression for more than 60 mini-games
- Developed playable prototype in company game jam to pitch next major game project
- Used task-tracking software to report bugs and track internal feedback

Education

Honours Bachelor of Game Design

Sep 2017 - Apr 2021

Sheridan College | Oakville, ON

- Graduated with honours
- Participated in eight game jams

Google UX Design Specialization

Certified: Dec 2024

Google | Coursera

- 6 month UX design course
- Designed two apps using the 5-step design process (Empathize, Define, Ideate, Prototype, Test) to address user needs and enhance usability