

Brent Caulfield

Game Designer

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Summary

- Project Lead at [Chromatic Games](#) working on the Dungeon Defenders franchise.
- Owner of [Omniconnection](#) creating [Grimoire: Manastorm](#) and [Grimoire 2](#).
- 9+ years working in Unreal Engine on three shipped titles and one solo project.
- Junior Programmer with 3+ years working part-time with C++ in Unreal Engine.
- Experienced, self-motivated, and loyal with strong problem-solving skills.

Skills

Game & Level Design
Unreal Engine 3, 4, & 5
Gameplay Ability System
Visual Scripting
C++ Programming
Production

Work Experience

Senior Game Designer | [Chromatic Games](#) | August 2019 - Present

Primarily focused on Combat and System Design creating items, abilities, heroes, bosses, enemies, and mechanics. Also served as a Technical Designer prototyping and implementing many different aspects of both games.

[Dungeon Defenders: Awakened](#) – Tower Defense Action RPG

Built with Unreal Engine 4 using the Gameplay Ability System it is a reimagining of the original Dungeon Defenders.

- Designed a new unique hero: The Rogue.
- Created and balanced enemy scheduling systems.
- Balanced and polished enemy AI behaviors and abilities.
- Created tools for balancing in Google Sheets using formulas and scripts.
- Designed and implemented two new game modes.
- Balanced and polished three enemy Boss fights.
- Polished player character combat feel.
- Collected and interpreted playtester feedback.

[Dungeon Defenders: Going Rogue](#) – Action RPG Roguelite

This Roguelite twist on Dungeon Defenders is also created with Unreal Engine 4 using the Gameplay Ability System.

- Project lead since Sept 2022 handling production for two minor and one major update.
- Designed, balanced, and polished three boss fights.
- Collaborated to create eight new enemy AI variations.
- Designed a progression system that allows players to choose their next map.
- Created, balanced, and prototyped six new game modes.
- Designed and implemented an environmental trap then created four sub-types of traps.
- Collaborated with the design team to create 50+ Runes, 150+ Item Effects, and 60+ Weapons.
- Designed, implemented, and balanced 25 new Hero abilities.
- Designed a new Loadout progression system and a Quest system.
- Worked with the design team to balance and set up all in-game rewards.
- Created nine new levels.

Owner | [Omniconnection](#) | February 2013 - Present

A small independent game company and developer of the multiplayer wizard FPS [Grimoire: Manastorm](#) and [Grimoire 2](#). As a co-founder and now sole Owner I have been involved in nearly all aspects of development with a main focus on game and level design but also production, marketing, and community management.

[Grimoire: Manastorm](#) – Free-To-Play Multiplayer Wizard Shooter

Built with Unreal Development Kit, it is a free multiplayer shooter with six customizable classes and thousands of possible spell loadouts. Developed by a small team, with a limited budget it has 250k+ owners on Steam.

- Created the original concept of a multiplayer MOBA-like wizard shooter with co-founder.
- Designed three different game modes with team members: Conquest, FFA, and Survival.

- Collaborated with co-founders to design five classes each with 13 abilities.
- Designed the F2P progression and class customization update which added 48 new spells.
- Responsible for creation of all 10 multiplayer and 2 singleplayer maps.
- Created an in-game tutorial and two wave survival levels using Kismet visual scripting.
- Developed guidelines for level design based on the game's unique combat and player movement.

[Grimoire 2](#) – Multiplayer Medieval Fantasy Shooter (In Development)

Built with Unreal Engine 4 and the Gameplay Ability System this is a sequel and a learning project. As the sole developer I've worked on all aspects including programming, level design, game design, UI/UX, animation setup, and a dozen other areas. It has been extremely valuable for building skills and experience.

- Eight classes each with five abilities.
- Five movement and five support abilities.
- Six basic enemy AI and two Boss AI.
- Two game modes: PVE Wave Survival and PVP Deathmatch.
- Menus and HUD