

# Harrison Bolin

[harrisonbolin.com](http://harrisonbolin.com)

[harrisonbolin@gmail.com](mailto:harrisonbolin@gmail.com)

[linkedin.com/in/harrisonb](https://linkedin.com/in/harrisonb)

Bellevue, WA

## SUMMARY:

Game designer with four years of experience, two AAA titles, and a breadth of mobile prototypes. Looking to leverage technical skills and design experience to grow in a new game design role.

## EDUCATION:

**University of Colorado Boulder**  
May 2021

Bachelors of Creative Technology and Design - *Honors: Cum laude*

**Pikes Peak State College**  
May 2017

Associates of General Studies

## SKILLS:

### Game Development:

Unity, C#, Godot, Lua, C++, Pico-8, Bitsy, Twine, Visual Studio, GitHub, Version control

### Game Design:

Economy and System Design, Excel/Statistics, Documentation, Prototyping, Playtesting

### Design and Media:

Figma, Photoshop, After Effects, Premiere Pro, FL Studio, MS Office, Affinity Suite, Wireframing

### Project Collaboration:

Agile Framework, Scrum, Kanban, Trello, Notion, Slack, Asana, Jira

## EXPERIENCE:

**Game Designer** at Turn 10 Studios / Xbox (June 2022 - Present)

- Designed core gameplay systems for *Forza Motorsport (2023)*, including player rewards, game balancing, auction house mechanics, and upgrade progression loops.
- Created cross-platform feature designs including account sign-in, friend/social menus, and haptics UX for *Forza Horizon 5 (PS5)*
- Authored economy models in Excel to inform design decisions and balance tuning for career, multiplayer, and single-player modes.
- Developed a reward and pricing algorithm that boosted designer throughput by 80%, streamlining engineering handoff and reducing implementation errors.
- Designed, delivered, and shipped over 144 events over nine monthly updates, including single-player series, multiplayer playlists, and live features in collaboration with art and engineering teams.
- Conducted the post-launch retrospective for my team, analyzing feedback to generate a report with actionable improvements.
- Served as a lead for an employee resource group, organizing studio-wide events and initiatives that championed community & inclusion.

**Game Designer** at Tastypill (September 2021 - June 2022)

- Collaborated with external engineering and art teams to create twenty Unity prototypes that were tested on the Apple App Store.
- Analyzed player data and used findings to re-design levels and make design changes for a puzzle prototype that cut player drop-off in half.
- Created more than fifty level mockups, three economy design spreadsheets, and dozens of UI flows used in prototypes.

**Game Design Intern** at Tastypill (June 2021 - September 2021)

- Produced new live content including mini-games, character dialog, and visual updates for casual games like *Money Bank 3D*.
- Wrote specifications for hyper-casual mobile game concepts and then pitched them to executives during weekly review meetings.
- Proactively created standards for level and game design documents that were implemented across the design department.

## PROJECTS:

**Lead Game Designer | Side Project | 2025 | Godot**

*Simulation management game made from scratch to exercise game dev skills*

- Developed core game loops using C# and Lua using the game engine.
- Created levels, setup collision geometry, and developed NPC navigation systems for the entire project.

**Artist Fabricator and Narrative Designer | Meow Wolf Denver | 2021**

*Immersive art exhibit with game narrative elements and puzzles*

- **Crafted engaging puzzles and wrote narrative** for over one million visitors a year to interact with while viewing the exhibit.
- Fabricated interactive elements using Arduino components coded in C# and concrete form work to create player responsive sculptures.