

PAUL AN - Senior Game Designer

Email: paulan94@gmail.com

Portfolio: paulan94.github.io/GamePANPortfolio/

EXPERIENCE

Drop Fake

Senior Game Designer (Unity)

July 2024 - present

dropfake.com

- Lead combat and gameplay design for an unannounced mobile RPG based on a major IP, owning features from concept through implementation and polish.
- Design and implement character kits, skins, and RPG systems in Unity using a custom visual scripting pipeline.
- Own FTUE flows and early game experiences, improving onboarding clarity for engagement based on telemetry.
- Collaborate closely with engineering, animation, and VFX to prototype mechanics, tune combat feel, and ship scalable systems.

Netherrealm Studios (Warner Bros Games)

Game Designer (Unreal Engine 5)

June 2023 - July 2024

netherrealm.com

- Designed, balanced, and implemented 10+ playable characters for Mortal Kombat: Onslaught using Unreal Engine 5 and Gameplay Ability System.
- Focused on combat readability, counterplay, and moment-to-moment feel for mobile.
- Maintained internal design documentation and contributed to player-facing patch notes.

Rev Dev Studios

Game Designer (Unity)

February 2021 - December 2023

bit.ly/3GQfeCd

- Designed and implemented combat, progression, economy, and AI systems in Unity/C#.
- Created and maintained 20+ public facing design documents and balance spreadsheets across gameplay systems.
- Built data-driven tools and automated testing workflows to tune combat and economy.
- Shipped *Windwalker*, a turn-based monster collector RPG on Steam featuring 300k+ unique items and creatures.

Facebook/Meta

Software Engineer

November 2021 - March 2022

facebook.com

- Developed and maintained PHP backend for Oculus Quest payments processing portal.
- Participated in oncall rotations to maintain, debug and triage failures across the shop fulfillment process.

Turn Me Up Games

Gameplay Programmer (Unreal Engine 4) (3-mo. Contract)

August 2021- November 2021

turnmeup.la

- Developed navigation and pathfinding systems for AI controllers using Unreal Engine 4 Blueprints.
- Contributed to TMU's unannounced original IP game; TMU is known for porting acclaimed titles like *Borderlands*, *Tony Hawk's Pro Skater 1+2*, and *Journey to the Savage Planet*.

TrueAccord

Software Engineer

September 2019 - February 2021

trueaccord.com

- Designed and maintained software in Scala and Python to automate helpdesk services using Twilio and Zendesk.
- Led technical interviews and hired multiple mid-to-principal level engineers for the scalability and product teams.

Boeing

Software Engineer

November 2017 - March 2018

boeing.com

- Developed Python and C++ solutions for networking connections, enabling the US Navy to transmit, process, and compress audio data for use in anti-submarine warfare.
- Optimized production builds by refactoring unit tests in Python and proprietary automated scripts, reducing file size by 54% and improving build health and efficiency.

EDUCATION

University of California, Irvine c/o 2017 — B.S. Computer Science. Dean's List