

Corvin Erdos

Game Designer | Systems & Technical Design

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Systems design obsessive who dives deep into economy design, combat feel, and progression loops with the technical ability to prototype and ship what I conceive.

I design the spreadsheets that make players stay up too late.

WORK EXPERIENCE

Studio Reborne

Dec 2023 – Present

Founder, Game Designer

Denver, CO

- Authored the GDD and designed systems for [Salt Sweeper](#), an upcoming Steam release, building loot tables and balancing weapons, enemies, and economy across 6 playtest cycles in GameMaker.
- Shipped [Simple Noise Generators](#), a C++ Unreal Engine plugin with **75k+ downloads**, a 4.7-star rating on Fab, and an 82-member Discord community.
- Wrote and produced game design YouTube videos on systems design and design philosophy, reaching **1.6M views** and 7k subscribers.

GameReady.dev

Aug 2026 – Present

Unreal Engine Developer & Instructor

Remote

- Delivered Unreal Engine 5 gameplay systems across multiple client projects, including gameplay scripting and in-game balancing for an undisclosed mobile game.
- Mentored students in 1:1 sessions on game design, level design, Blueprints, C++, and prototyping workflows.

Zyndrax

Jul 2025 – Jul 2026

Axima Game Designer

Remote

- Designed and built two [levels](#) for a **20+ person dev team** in Unreal Engine, applying pacing theory, breadcrumbs, and verticality to guide player flow through puzzle and exploration spaces.
- Implemented three distinct puzzle types into the ruins level, leveraging cause and effect chains, golden path lighting, and escalating complexity to give the players an intuitive teach-test structure.
- Developed a tool for procedurally generating level rooms used in prototyping and shipping, enabling rapid iteration on the level layout and room placement.

iD Tech

Jun 2026 – Jul 2026

Game Design Instructor

Denver, CO

- Taught weekly classes of 6-12 students over 7 weeks, delivering curriculum covering game design theory, greyboxing, design document authoring, player psychology, and engine fundamentals, adapting instruction and content to the student skill level and creative direction.

Bravo Media

Mar 2023 – Aug 2024

Unreal Engine Designer

Remote

- Delivered a real-time optimized digital double for Usher's production team and a 10-minute KPMG cinematic in a 2-week turnaround, using Unreal Engine, mocap animation, and cloth physics.

Undisclosed Client

Nov 2022 – June 2024

Game Designer

Remote

- Designed a wagon leveling system for a Vampire Survivors-style roguelike, balancing upgrade paths, combat statistics, passive abilities, and upgrade economy across 14 unit types.
- Built a system to procedurally generate a hex-based world for our 2.5D environment, efficiently delivering the 6 vertical slices across playtesting sessions of 10+ players.

Point Link Force, LLC

Aug 2019 – July 2023

Co-Founder, Game Designer

Denver, CO

- Designed [PHASE](#), an RPG with cross-functioning genre mechanics where players gain abilities and combine them to solve puzzles of escalating difficulty – placing **2nd nationally** at TSA Game Design out of 1,000+ competing teams.
- Designed [Cowboy Coots](#) in Unreal Engine for the Ludwig Jam 2023, winning 1st Place Visuals out of 250 entries as a 2-person team.
- Designed [Alabastard](#) for the Unreal MegaJam 2022, earning the Kitbasher Award – a jury prize from the Epic Games team – out of 500+ entries.

OTHER PROJECTS

[Apex Legends LTM Analysis](#) | Solo | Systems Design Case Study – 2026

2026

[Cat-Tastic](#) | Team Size: 3 | 48-Hour Game Jam

2026

EDUCATION

Southern New Hampshire University

2024 – May 2027 (Expected)

B.S. in Computer Science

Maintained a 3.9 GPA & Honor Roll while working full-time across multiple shipped commercial projects.

SKILLS & INTERESTS

- **Skills:** Unreal Engine 5, Blueprints, C++, GameMaker Studio 2, GML, Python, Unity, Visual Studio, JIRA, Fab, Systems Design, Systems Balancing, Gameplay Scripting, Rapid Prototyping, Loot Tables, Level Design, GDD Authoring, Playtesting & Iteration, Project Management (Scrum), Creative Writing, Curriculum Development, XR Development
- **Interests:** Apex Legends, Game Design Content Creation (1.6M views), Tabletop Gaming, Weightlifting