



IAN CLAYMAN

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OVERVIEW

Senior gameplay and systems designer with leadership roles on and significant contributions to the success of over a dozen digital and tabletop products. Skilled communicator with experience pitching ideas directly to stakeholders, building consensus, and rapidly iterating on feedback. Interdisciplinary collaborator able to work with diverse teams and platforms to bring mass market expertise to any project.

SKILLS

Design and Development – Unity3D, Adobe Illustrator, Adobe Photoshop, Figma

Programming – C#, Python, HTML/CSS, Javascript

Project Management – AirTable, Confluence/Jira, Google Suite, Scrum, Wrike

3D Modeling/CAD – Autodesk Maya, Blender, Fusion 360

WORK EXPERIENCE

SENIOR GAME DESIGNER – Exploding Kittens, Inc. (Los Angeles, CA) November 2024 - Present

- Led design on *Survivor: The Tribe Has Spoken*, collaborating directly with show host and key stakeholder Jeff Probst
- Led development of the *Survivor: The Tribe Has Spoken* companion website and multiple How To Play videos, managing external contractors communicating with company leadership
- Managed external developers on, and designed content for, *Netflix Exploding Kittens* (iOS/Android), *Exploding Kittens 2* (iOS/Android/PC), and *Exploding Kittens VR* (Meta Quest)

GAME DESIGNER – Exploding Kittens, Inc. (Los Angeles, CA) June 2019 - October 2024

- Developed 2 original concepts, including game design documentation and UI/UX wireframing, for an unreleased *Jackbox* party game competitor
- Led design on *A Little Wordy*, outperforming internal company sales forecast by 98%
- Supervised network of 400+ playtesters, generating player profiles and improving development process

GAME DESIGN INTERN – Seismic Games/Niantic, Inc. (Los Angeles, CA) Summer 2018

- Coordinated with Wizards of the Coast to streamline and facilitate communication between teams during menu navigation and in-game economy wireframing processes on *Magic: Spellslingers*
- Implemented core game loop assets for weekly internal QA reviews using proprietary Unity3D visual scripting system

EDUCATION

Bachelor of Science: Games and Emerging Media (Magna Cum Laude)

Marist College (Poughkeepsie, NY)

COMMUNITY ENGAGEMENT

- *GDC 2024 Speaker* – co-presented “Without Fail: A Player-Centric Approach to Mass Market Game Design” for the 2024 Tabletop Summit, with a 79% Excellent presentation rating
- *Game Modding* – Built mods for games including *Daggerfall Unity*, *TES3: Morrowind*, *Marvel's Spider-Man Remastered*, *Outward*, *S.T.A.L.K.E.R Anomaly*, and *Starfield*
- *Fans Vs. Creators* – Founding participant in Exploding Kittens, Inc.'s ongoing fan engagement program