



IAN CLAYMAN

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OVERVIEW

Experienced gameplay/systems designer with leadership roles on, and major contributions to, 12+ published games exceeding 2M units sold. Specializes in crafting deep yet accessible experiences that foster player expression. Able to effectively communicate with stakeholders, build consensus around ideas, and implement feedback. Skilled in diverse design packages, project management tools, and programming languages.



WORK EXPERIENCE

GAME DESIGNER, Exploding Kittens, Inc. - Los Angeles, CA

March 2020 - Present

- Created and led design on *Danger Danger*, released February 2024, with a 154k unit forecast for FY25
- Led design on *A Little Wordy*, which outperformed company sales forecast by 98% (228k actual FY20-21 vs 115k projected)
- Led development on 2 *Throw Throw Burrito* franchise games with 300k combined units sold, coordinating with the original designer as a key stakeholder
- Designed version-exclusive content and engaged in QA testing on *Netflix Exploding Kittens (iOS/Android)* in collaboration with Direwolf Digital
- Developed 2 original concepts and supported development on an additional 10+ concepts for an unreleased digital party game collection, including game design documentation and wireframing
- Supervised playtesting network of 450+ members and analyzed data gathered, including generating player profiles
- Optimized and enhanced design process through the development of over 10 internal tools
- Produced Unity3D and CAD prototypes of physical game components, saving 200+ hours of work

GAME DESIGN INTERN, Exploding Kittens, Inc. - Los Angeles, CA

June 2019 - August 2019

- Reduced expected development time by over 50% by building Unity3D interactible prototypes of physical games
- Generated content for *On a Scale of One to T-Rex* through writers' rooms and component UI/UX design
- Spearheaded outreach efforts for external inventor relations program, engaging 30+ independent designers

GAME DESIGN INTERN, Seismic Games/Niantic, Inc. - Los Angeles, CA

June 2018 - August 2018

- Implemented over 100 game assets for *Magic Spellslingers*, a Magic: The Gathering licensed mobile CCG, using the team's proprietary visual scripting system for Unity3D
- Coordinated between Wizards of the Coast ARM designers and Seismic gameplay/art departments during a 3 weeks-long user flow wireframing process for menu navigation and core gameplay loop
- Maintained 300+ page game design document in Confluence, and organized bug reports/support tickets in Jira

EDUCATION

MARIST COLLEGE - Poughkeepsie, NY

Degree: Bachelor of Science in Games and Emerging Media

Honors Received: Magna Cum Laude

Game Jam Participant: ADL National Game Jam (October 2018), Global Game Jam (January 2018)

MISCELLANEOUS

GDC 2024

Speaker - Without Fail: A Player-Centric Approach to Mass Market Game Design

Watchmaking

Custom-built timepieces on commission

Game Modding

Creating mods for personal and community use in games including TES3: Morrowind, Marvel's Spider-Man Remastered, Outward, S.T.A.L.K.E.R Anomaly, Starfield, and more

SKILLS AND SOFTWARE

DESIGN AND DEVELOPMENT

Unity3D
Adobe Illustrator
Adobe Photoshop
Adobe Premiere

PROJECT MANAGEMENT

AirTable
Confluence/Jira
Google Suite
Scrum
Wrike

PROGRAMMING

C#
HTML/CSS
JavaScript
MySQL

3D MODELING/CAD

Autodesk Maya
Blender
Fusion360