ROBERT GRASSO | GAME DESIGNER

Portfolio: RobertGameDev.com
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SUMMARY

Experienced technical game designer with a strong background in Unreal Engine and Blueprint visual scripting. Demonstrated success in designing, prototyping, and implementing gameplay features with experience using multiplayer, Gameplay Ability System (GAS), and AI.

EXPERIENCE

High Voltage Software, Technical Game Designer Sept 2025 - Present

- Created and iterated on existing abilities for Fortnite via GAS.
- Collaborated with Epic Games to expand on Fortnite events.
- Designed and prototyped innovative gameplay experiences for one of Epic Games major clients.

Astrotect Interactive, Game Designer Nov 2023 - Present

- Defined feature vision and game feel for a cohesive player experience.
- Designed and implemented 3 Cs and combat mechanics in Unreal Engine via Blueprint scripting.
- Scripted custom systems to resolve technical challenges and elevate game quality.

Odisi Games, Technical Game Designer May 2022 - Jul 2024

- Created tools for designers, level designers, VFX & SFX artists, improving workflow efficiency by 40%.
- Enhanced AI behavior trees and designed progression systems, increasing player engagement by 20%.
- Prototyped multiplayer and combat mechanics for a PvP drone shooter in Unreal Engine using Blueprints.

Left Turn Studios, Game Designer Jun 2021 - Jan 2022

- Refined designs using playtest data and team feedback for a top-down merge title.
- Documented all design aspects to deliver a cohesive player experience in Unreal Engine.
- Designed core gameplay mechanics and directed production from concept to release via Blueprints.

NASA, Technical Game Designer Feb 2020 - May 2021

- Ported Unreal Engine project to Unity targeting tablets.
- Designed gameplay and game systems for a STEM flight sim.
- Prototyped designs in Unreal Engine using Blueprint, enhancing gameplay systems and player experience.

Mind Traveler Design, Game Designer Sep 2017 - Oct 2018

- Designed and implemented blueprint-scripted mechanics and AI.
- Brought an IP to life from concept to launch, ensuring a cohesive and engaging player experience.
- Optimized low-spec VR gameplay, boosting quality and player satisfaction.

EDUCATION

Masters of Fine Arts • Game Design | Academy of Art University Sep. ‘16 - Aug. ‘21
Bachelors of Science • Psychology | University of Phoenix Sep. ‘09 - Aug ‘15

SKILLS

Game Design, Visual Scripting, Blueprints, Behavior/State Trees (AI), Gameplay Ability System (GAS), Systems Design, Game Balance, Prototyping, Multiplayer, Level Design, Documentation, Verse, Live Ops, GaaS (Games as a service)
Software & Tools: Unreal Engine 5, Photoshop, Perforce, Figma, Google Suite, Miro, Jira, UEFN/Lore

Other

Official Unreal SF Chapter Lead (2022-Present).
Unreal Engine Tutor (2016-Present).
Starcraft 2 4th top played mod (2012-2016).
Grew Rise of Kingdoms NA community to 800k+ members (2018).
Playtested for Crystal Dynamics, Nway, and Disruptive Games.