

# Kurt Dail

*Game Designer & Software Engineer*

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## Work History

### Quality Engineer - Tata Consultancy Services

October 2020 - July 2024

- Created and Executed both Automatic and Manual tests
- Tested Traditional Web Applications, Databases (SQL, MongoDB), API's, MS Sharepoint applications, and Bots to Read/Write data from websites and spreadsheets
- Coordinated expectations and deadlines with technical and business staff

### Team Lead - Tiny Paladin Studios

August 2023 - Present

- Created and Organized an independent game development team of 3 core developers
- Worked as Gameplay Programmer, Game Designer, and Lead Script Writer
- Lead initial art design, and art concept for a Role-Playing Game
- Built a custom GUI/Plugin for writing & assessing branching dialogue within the Godot Engine, geared towards being usable by non-technical team members
- Managed Git Repository for all assets, and onboarded non-technical team members
- Ran Playtests at Various Points in Development and Implemented Feedback
- Current Project is Under Development, Summary/Pitch Deck [here](#)

## Education

Bachelor of Sciences : Software Engineering, May 2020

Loyola University of Chicago - Chicago IL

## Skills

- **Tools & Programming Languages** : C, C#/DOTNET, Java, JS, HTML/CS, Unity, Godot Engine, SQL Databases, MongoDB, Postman, Git, Github, Linux System Administration, Building sub-tools within Game Engines
- **Software Architecture** : Designing decoupled, maintainable, and expandable systems to handle complex behavior (i.e. combat systems with 'triggers', game rules in the format of "if **X** event happens to **Y**, characters of type **A** get **B**")

- **Game Design Fundamentals** : Relevant Mathematics (Probability, Game Theory, Discrete Mathematics), Affordances/Indirect Control, Cognitive Load, Playtesting Procedure, Historic Approaches to Game Balance, Interest Curves, Theme
- **Other Art Skills:** Pixel Artist & Animator, Familiar with Music/Western Musical Notation, Screenwriting/Narrative Design
- **“Soft”/Producer Skills** : Coordinating workflows between artists and technical development, Communicating between technical/business personnel with differing expectations/assumptions about work and deadlines, Giving/Receiving feedback about art/animation or game rules/design.

## Personal Skills & Achievements

- **12 Years Experience as Dungeon Master/Game Master for Tabletop Roleplaying Games**
  - Working with and improving from live player feedback
  - Firsthand, visceral experience of the difference in what things interest the Game Design/Dungeon Master and what things interest the player
  - Understanding how game rules can help or hinder the fantasy players are trying to immerse themselves in
  - Experience in building places, people, and stories that players engage with and continue to think about long after the game itself is finished
- **Self-Taught Artist & Animator**
  - Language & Skills to communicate clearly with artists
  - Understanding of the principles of animation
  - Experience with how character design sets player/audience expectation and can limit/enable animators in character performance