

DAVID BURNHAM

Gameplay Systems Designer

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[Portfolio](#) ❖ [LinkedIn](#)

Systems designer specializing in gameplay systems, progression systems, and live-service economies for multiplayer mobile, PC, and VR games.

EXPERIENCE

SAFYRE GAMES | Unannounced mobile game (popular IP)

Co-founder & Game Designer, April 2026 – Present

- ❖ Designing core **gameplay**, **progression**, and **economy systems** for a mobile creature collector.
- ❖ Prototyped a **procedurally generated creature roster** that shapes the layout of each player's preserve, so no two preserves are alike.

META (*Contract via BC Forward*) | The Tower (Unreleased, Horizon Worlds mobile)

Game Designer II, April 2025 – March 2026

- ❖ Enabled coordinated **co-op PvE combat encounters** by designing and implementing shared enemy targeting logic and cooperative combat mechanics.
- ❖ Created scalable **boss encounter structure** with escalating multi-phase combat challenges.
- ❖ Increased player build diversity by designing a **player passive system** supporting long-term progression and playstyle customization.

CONTINUUM XR | Monkey Doo

Senior Game Designer I, July 2022 – October 2024

- ❖ Raised average monthly revenue by **266%** by designing a battle pass progression system.
- ❖ Improved retention by designing an **XP progression system** that rewards match performance.
- ❖ Increased purchases per spender by designing a **meta-progression shop** linking gameplay rewards to cosmetic unlocks.
- ❖ Improved Horror Mode difficulty curve by **~22%** by designing and iteratively tuning systemic hazards using playtest and telemetry data.

CONTINUUM XR | Sail VR

Game Designer II, July 2021 – June 2022

- ❖ Increased replayability by designing a **dynamic encounter system** enabling emergent naval and land combat scenarios.
- ❖ Encouraged strategic decision-making by designing an **economy system** that ties rewards directly to player risk tolerance.

4TH WALL FX | DvG: Conquering Giants

Game Designer, June 2017 – September 2020

- ❖ Designed gameplay systems, combat encounters, and 3 boss battles for a VR action title.

EDUCATION

BRIGHAM YOUNG UNIVERSITY - Class of 2018

Bachelor of Fine Arts, Animation

- ❖ Game Director, Beatboxers: 1st place E3 College Game Competition 2018 and GDC.

SKILLS

Gameplay Systems, Progression Systems, Economy Systems, Encounter Design, Enemy AI Systems, Systems Balancing, Live Service Systems, Unity, Unreal Engine, Excel, Data Analysis