

TAZZ STIEGLITZ

Game Designer
(& Software Engineer)

Contact Info

PORTFOLIO
TazzStieglitz.com

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Industry Expertise

GAME DESIGN
SOFTWARE DEVELOPMENT
PROJECT MANAGEMENT

Technical Skills & Software

PROGRAMMING & TECH

C#, Unity, Haxe, Actionsript 

Unreal, Python, Javascript, HTML, Java, C++, Git, Perforce, SQL 

Skicit-Learn 

ARTS

GIMP 

Audacity, Blender, Clip Studio 

OTHER SOFTWARE

Excel, Google Docs 

Miro, Notion 

SUMMARY OF QUALIFICATIONS

- 15 years of game development experience with a passion to match.
- Experience in a wide range of work environments, including:
 - Solo development.
 - Managing and working in both small and medium-sized teams.
 - Direct involvement in company-wide strategic decision-making.
- Broad skill set ranging from high level planning and design to implementation.
- Extensive experience in live development, often involving response times as short as same-day.
- A focus on collaboration styles that support teammates to succeed in their own individual roles.

PROFESSIONAL EXPERIENCE

2020 - present **Game Design & Programming Lead – Vortex Games, Remote**

- (3 years)
- Directly worked with interdisciplinary teams to produce deliverables such as new characters, systems, or game modes.
 - Managed live player feedback and implemented responses to maintain game health, including balance patches, mechanical changes, character reworks, and bugfixes.
 - Oversaw combat design for the duration of my time at the company.
 - Worked with C-level leadership to set goals and evaluate strategic options.
 - Direct community engagement in several capacities, including hosting game balance roundtables, community-facing presentations, and occasional tournament commentary.
 - Filled small gaps in workforce availability where necessary, performing spot work in areas such as VFX, animation, sound design, UI implementation, networking, analytics, and event staffing.

2008 - 2020 **Independent Game Development -- Self Employed, Lynchburg VA**

- (12 years)
- Independently developed (mostly) flash-based web games.
 - Self-driven throughout the entire process. Responsible for every stage of production from ideation, to implementation, to eventual sale and distribution.
 - Negotiated sponsorship bids and conditions in a highly competitive environment.
 - Maintained work alongside other jobs as well as college education.

2011 - 2012 **Freelance Software Developer -- Freelancer.com, Remote**

- (1 year)
- Obtained and completed software development jobs in a competitive freelance environment.
 - Interacted with clients from a variety of backgrounds and areas of expertise to determine project requirements and implementation strategies.
 - Maintained consistent 5-star reviews and 100% on-time project completion rate.

EDUCATION

2014: BS, Computer Science -- University of Virginia, Charlottesville, VA

INTERESTS

My "1000 hour" games: Path of Exile, League of Legends, Rushdown Revolt, Smash Bros, Monster Hunter, Runescape

Other interests and hobbies: Video games (hmm...), Japanese, machine learning, reading (fantasy novels mostly), drawing