

Eric Petrie

Senior Game Designer

Gameplay Design | Systems Design | Live Service | Player Progression | Cross-Discipline Leadership
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CAREER HIGHLIGHTS

- **Shipped 5 commercial titles** across PC and console, supporting projects from prototype and pre-production through Early Access and live service.
 - Progressed from **Quality Assurance to Senior Game Designer**, taking on increasing ownership of gameplay systems, feature development, mentoring, and roadmap planning.
 - Specialized in **gameplay systems, progression, combat, classes, balance, and long-term player engagement**, combining analytics, community feedback, and hands-on playtesting to drive iteration.
 - Collaborated closely with engineering, art, animation, audio, production, QA, and community teams to deliver high-quality player experiences.
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PROFESSIONAL EXPERIENCE

Second Shift Games — Senior Game Designer / Co-Founder

October 2024 – Present

Starforged Legacy (Steam Early Access)

- Helped establish the studio from initial prototype exploration through pre-production, defining gameplay direction and long-term design goals.
- Owned gameplay systems including **combat, progression, classes, abilities, meta progression, and balance** throughout development.
- Designed the **Star Map progression system**, introducing meaningful strategic decision-making between roguelike encounters to improve replayability and player agency.
- Created comprehensive design documentation and balance spreadsheets while collaborating closely with engineering to support efficient implementation.
- Contributed to studio roadmap planning, hiring decisions, and business direction as Co-Founder.
- Mentored junior designers while partnering weekly with engineering, animation, audio, and production on feature development and iteration.

Chromatic Games — Game Designer II

January 2019 – March 2024

Dungeon Defenders: Awakened (PC, Xbox, PlayStation, Switch)

Dungeon Defenders: Going Rogue (PC)

Dungeon Defenders II (Live Service)

- Owned design and balance for **progression, equipment, pets, classes, bosses, enemies, difficulty, and loot systems** across multiple shipped titles.
- Co-designed the major **Dungeon Defenders II progression overhaul**, helping transform equipment and progression into a prestige-based replay system featuring Endless Mode and increased long-term retention.
- Designed and balanced the **Barbarian Hero**, including abilities, combat mechanics, and gameplay iteration.
- Drove live-service updates using backend player metrics, community feedback, and internal playtesting to improve engagement and game balance.
- Mentored junior designers in Unreal Engine workflows while helping onboard new team members and share institutional design knowledge.
- Partnered across engineering, QA, production, and community teams to ship content updates and maintain live games through multiple studio transitions.

Trendy Entertainment — Game Designer

August 2017 – January 2019

Dungeon Defenders II (Live Service)

- Promoted from QA into Design, expanding responsibilities to gameplay systems, progression, hero design, and live content development.
- Designed and balanced heroes, enemies, bosses, progression systems, quests, equipment, and player unlocks.
- Collaborated with community and development teams to communicate updates, gather player feedback, and improve future releases.
- Tested prototypes, refined gameplay features, and partnered closely with QA and engineering to support implementation.

Trendy Entertainment — Quality Assurance

September 2015 – August 2017

Dungeon Defenders | Dungeon Defenders II

- Performed gameplay testing, balance validation, and regression testing across multiple releases.
 - Partnered directly with designers to identify gameplay issues, improve player experience, and validate feature implementation.
 - Leveraged extensive community knowledge to reproduce high-impact issues and provide actionable feedback for design and engineering teams.
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CORE EXPERTISE

Gameplay Design | Systems Design | Player Progression | Character Design | Combat Design | Live Service | Gameplay Balance | Feature Ownership | Cross-Discipline Collaboration | Design Documentation | Community-Driven Development | Mentorship

TOOLS

Unreal Engine 3 | Unreal Engine 4 | Unreal Engine 5 | Blueprints | Gameplay Ability System (GAS) | Jira | SVN