SMITH MOESSINGER

SENIOR SYSTEMS & GAME DESIGNER

CONTACT

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SKILLS

- Systems Design
- Gameplay Design
- Rapid Prototyping
- Automation Tooling
- Data Analysis
- UI/UX Wireframing
- Game Writing
- Programming & Visual Scripting

SOFTWARE

Languages
- C#, C++, JavaScript, Papyrus, Python, Lua

Game Engines
- Unity, Unreal, Godot, GameMaker, Creation

Modeling
- Blender, Maya, 3DS Max

Creative
- Photoshop, Illustrator, Figma

Source Control
- Perforce, GitHub

Documentation
- Confluence, Jira, Airtable

PROFILE

Senior Game Designer specializing in live-service economies, progression systems, and content-driven engagement loops that drive long-term retention. Combines hands-on systems design with team leadership to craft accessible, player-first experiences that bridge mechanics and meaning through emotionally resonant gameplay.

WORK EXPERIENCE

Scopely
Senior Live Ops Designer
2022 - PRESENT

- Own live event strategy, in-game economies, and monetization systems for WWE Champions, driving engagement and revenue performance exceeding $20M+ across seasonal and event-based content.
- Leverage player segmentation, A/B testing, and behavioral data to optimize retention and monetization, exceeding revenue targets by up to 37%.
- Design and implement scalable internal tools and operational pipelines, reducing live risk, improving efficiency, and elevating overall service quality.

Lost Abroad
Game Designer
Spring 2022

- Leveraged prior language teaching experience to shape early product vision and prototype direction
- Designed the core gameplay loop and progression roadmap to align learning objectives with player engagement
- Developed an immersive Mandarin-learning simulation prototype integrating interactive systems with pedagogical best practices

A2B2 Studios
Game Designer
2019 - 2022

- Led the design and development of music-driven games, ARGs, and an experimental sci-fi title in collaboration with Andy Morin (Death Grips), driving community engagement around album releases and live events.

Singleton Foundation
Game Design Intern
Summer 2019

- Contributed to the development of the game's brand identity across visual, thematic, and gameplay pillars; conducted market research to define target audience insights; and drove creative ideation, including naming the game Venture Valley.

EDUCATION

ArtCenter College of Design
Bachelor of Science in Game Design
Class of 2022

- Student Government - Director of Student Solutions
- President of the Game Design Club
- Teaching Assistant - Advanced Game Narrative