

Clay Williamson

Lead Game Designer

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Design leader with 14+ years building and scaling systems for games played by millions. Proven track record driving retention, engagement, and monetization while leading teams and owning design vision from concept through live operations. Seeking a remote or Seattle-based role leading teams, shaping product direction, and delivering measurable impact.

EXPERIENCE

Founder & Game Designer – Wedgy Games | Woodinville, WA (2016-Present)

- Own end-to-end design and product direction for indie projects, including core mechanics, progression systems, economy design, UX flows, and artistic direction
- Drive rapid iteration through living documentation, clear verbal communication, playtesting, player research, market analysis, and refining processes
- Lead cross-disciplinary development efforts, coordinating with external partners

Lead Game Designer – Cat Daddy Games | Kirkland, WA (2021-2025)

- Defined design pillars and documentation, translating leadership vision into cohesive systems for [NBA 2K Mobile](#)
- Led and mentored a team of three designers, ensuring high-quality output and career growth
- Drove cross-functional alignment, delivering scalable, KPI-driven systems within a collaborative, inclusive culture

Senior Game Designer – Microsoft | Redmond, WA (2017-2021)

- Designed and iterated on gameplay systems and UX across the [Microsoft Casual Games](#) suite with a focus on modernization while porting titles to mobile
- Incorporated player feedback, playtesting, and analytics into continuous iteration cycles
- Maintained product vision, quality, and consistency while collaborating with third-party teams

Game Designer & Creative Director – Lumate (Startup) | St. Louis, MO (2011-2016)

- Directed cross-functional teams from concept through launch of [various titles](#)
- Defined and upheld creative pillars: aesthetic, tone, gameplay feel
- Managed tasking and collaboration across all disciplines
- Ideated and created all game design documentation

Advance Video Scout – St. Louis Cardinals | St. Louis, MO (2006-2011)

- Analyzed and documented game data to inform strategic managerial decisions
- Developed documentation, communication, and deadline management skills

EDUCATION

M.S. in Education Sports Management – Southern Illinois University Edwardsville (2004-2006)

B.F.A. in Digital Media – University of Georgia (2000-2003)

SKILLS

Game Design Leadership | Mentorship & Team Management | Player Motivation & Retention | Systems Design | Live Ops Design | UI/UX Design | Design Documentation | Agile/Scrum Workflow

TOOLS

Confluence | Jira | Google Docs | Miro | Balsamiq | Adobe Xd | Photoshop | Excel | Mixpanel | Firebase | GameAnalytics | Slack | Teams | Unity