

Clay Williamson

Lead Game Designer

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Creative and analytical Lead Game Designer with 13+ years of experience delivering systems enjoyed by millions. Seeking a full-time remote or Seattle-based role where I can apply deep systems expertise, lead holistic design initiatives, and help shape a collaborative, growth-focused design culture.

EXPERIENCE

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

- Translate high-level goals into clear pillars and actionable documentation for [NBA 2K Mobile](#)
- Task, Mentor and support junior and mid-level designers
- Ensure systems are cohesive, engaging, scalable, technically feasible, and well-integrated with live ops initiatives
- Facilitate cross-discipline collaboration across design, engineering, art, production, and live ops

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

- Designed and iterated on features across the [Microsoft Casual Games](#) suite
- Incorporated player feedback, playtesting, and analytics into continuous design iteration
- Maintained product vision, quality and consistency while collaborating with third-party teams

Founder & Game Designer – Wedgy Games | St. Louis, MO (2016-2017)

- Led design and development of [Align 4](#), a mobile strategy game
- Hired and managed an engineer for Unity implementation
- Owned all non-code aspects including art direction, UI/UX, sound, project management, and business operations

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

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 Sports Management – Southern Illinois University Edwardsville (2004-2006)

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

SKILLS

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

TOOLS

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