Clay Williamson
Lead Game Designer

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Creative and analytical designer with 13+ years of experience delivering innovative systems enjoyed by millions of players. Seeking a full-time remote role where I can apply deep systems expertise, lead holistic design initiatives, and elevate a collaborative, growth-focused design culture within a company committed to creating industry-leading games.

EXPERIENCE

Lead Game Designer – Cat Daddy Games | Kirkland, WA (2021-2025)
- Translated leadership vision into clear design pillars and documentation for *NBA 2K Mobile*
- Directed and mentored a team of three designers, supporting career growth while ensuring high-quality design output
- Ensured systems were cohesive, fun, scalable, and targeted the intended KPIs
- Facilitated collaboration across design, engineering, art, production, and live ops
- Fostered and promoted an inclusive, supportive design 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

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 every non-code facet of development, from art and UI/UX to sound, project management, and business operations.

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 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 | Level 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