# EVAN GRAZIANO

Whitman, MA, USA graz1026@gmail.com evangraziano

## SUMMARY

Senior Game Designer with 10+ years of experience developing live-service, F2P multiplayer titles. Proven ownership extends across multiple areas of design – progression systems, reward economies, gameplay – with a heavy focus on player experience and long-term retention.

## EXPERIENCE

### Senior Systems Designer
**November 2021 - July 2026**
**BUNGIE** **BELLEVUE, WA**
*Destiny 2*
- Served as one of small number of investment designers, on a larger, multi-disciplinary team of developers, focused on seasonal content releases
- Concepted, implemented, and owned a series of features – core gameplay loop, quests, character/meta progression, reward economy, triumphs/challenges - across multiple seasons, geared towards player retention and re-engagement throughout the course of the release
- Authored and maintained thorough design and technical documentation, while also coordinating necessary tasking across multiple disciplines.

### Senior Systems Designer
**October 2020 – October 2021**
**READY AT DAWN STUDIOS** **IRVINE, CA**
*Echo VR*
- Balanced core season pass progression, alongside the reward cadence for multiple passes, to better set players' reward expectations and help to combat gameplay fatigue.
- Assumed ownership of an ongoing QoL push to increase player visibility and team distinction, in the arena, requiring close coordination with the community.
- Mentored junior designers, as one of the two seniors, providing feedback and advice, and helped guide them through the feature pitch process.

### Senior Systems Designer
**October 2018 – August 2020**
**NEXON OC** **IRVINE, CA**
*Unreleased Title*
- Prototyped and polished multiple combat and progression features in Unreal Engine, while working on a third person, melee battle royale game.
- Collaborated with animators on multiple weapon attacks, ranging from concept to frame timing, and maintained overall combat balance.
- Partnered with the engineering team to implement multiple consumable combat items and a scalable player perk system.
- Designed and implemented early iterations of account and character progression systems, along with the corresponding reward economy, to support new-player onboarding and long-term engagement.

### Mid/Senior Systems Designer
**April 2014 – September 2018**
**CARBINE STUDIOS** **ALISO VIEJO, CA**
*Unreleased Title*
- Acted as the primary class designer while developing a co-op third person action game, in Unreal Engine.
- Assisted in the concept and development of two character classes, working closely with engineering, animation, and VFX to implement and polish individual traversals, weapons, combo chains, and abilities.

*Wildstar*
- Served as the primary itemization designer, overseeing reward allocation and rollout, and the balance of multiple currency economies, leading up to and through the free-to-play transition.
- Supervised and mentored a small team of designers, delegating tasks relating to itemization and rewards-based game updates.

### Associate Systems Designer
**March 2012 – February 2014**
**WB GAMES/TURBINE, INC.** **NEEDHAM, MA**
*The Lord of the Rings Online*
- Designed the 'light mount' progression tree, and multiple class skills, as part of the larger Mounted Combat system release in the *Riders of Rohan* expansion.
- Authored and implemented the itemization/reward plan for the *Helm's Deep* expansion and led the redesign of the Guardian class.
- Rebalanced elements of the core character stat system to better align with updates to the game's itemization.

## SKILLS

**Engines**: Unreal, Proprietary (multiple)
**Languages**: Blueprints, C++/Python familiarity
**Tools**: Perforce, Jira, Confluence, MS Office

## EDUCATION

### Bachelor of Science: Interactive Media and Game Development
WORCESTER POLYTECHNIC INSTITUTE • WORCESTER, MA

## SHIPPED TITLES

**Senior Systems Designer**
- Destiny 2 - Monument of Triumph (2026)
- Destiny 2 - Renegades (2025)
- Destiny 2 - Episode 3: Heresy (2025)
- Destiny 2 - Episode 1: Echoes (2024)
- Destiny 2 - Season of the Witch (2023)
- Destiny 2 - Season of Defiance (2023)
- Destiny 2 - Season of Plunder (2022)
- Echo Arena - Season 3 (2021)
- Echo Arena - Season 2 (2021)
- Echo Arena - Season 1 (2021)
- Wildstar - F2P Update (2015)

**Mid Systems Designer**
- Wildstar (2014)

**Associate Systems Designer**
- The Lord of the Rings Online - Helm’s Deep (2013)
- The Lord of the Rings Online - Riders of Rohan (2012)

**Senior QA Tester**
- Infinite Crisis (2015)

**QA Tester**
- The Lord of the Rings Online - Rise of Isengard (2011)
- The Lord of the Rings Online - Siege of Mirkwood (2009)
- The Lord of the Rings Online - Mines of Moria (2008)