

Steve Diezel

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SKILLS & SPECIALTIES

Unreal Engine	Blueprints	Plastic SCM
Unity	JIRA	MS Office
Visual Scripting	Confluence	Level & Game Design
Perforce		Documentation

CAREER HIGHLIGHTS

EA Sports, Orlando, FL

2025 – 2026

Content Designer (06/2025 – 06/2026)

EA Sports College Football 26, (Frostbite Engine – Playstation 5, Xbox Series X|S, PC)

- Created challenges for players to attempt based on real-world and fictional college football scenarios.
- Maintained release schedules and access rules for challenges, sets, and other store items for proper releases and activations.
- Created items to be used for rewards and login bonuses and maintained them as additional functionality and art was added.
- Researched and stayed on top of football trends to keep challenges topical and interesting.
- Participated in design and economy meetings to plan out release themes and content for multiple patches and events.
- Quickly learned proprietary tools to aid the team asap and keep on schedule.

Hi-Rez Ventures, Alpharetta, GA

2022 – 2025

Game Designer (05/2024 – 02/2025)

Associate Game Designer (07/2022 – 05/2024)

Paladins (Unreal Engine 3 -- PS4, Xbox One, Nintendo Switch, PC)

- Led team in creation of a new playable character for major content release, regularly created and managed design documents.
- Learned proprietary tools for content creation and release management.
- Managed multiple patch launch releases and coordinated with the team for smooth content deployments.
- Owned multiple patches of balance and design while coordinating with other departments to ensure content meets expectations.
- Created and implemented new character features regularly, reworking unpopular characters to bring them back into popularity.
- Took initiative and updated old maps with removed props in response to increased performance allowance, a long requested player concern.
- Managed release of new character after previous designer left, taking over unfinished documentation and design while managing team to ship the updated design.
- Pitched major update to monetization structure to lower costs.
- Led ideation meetings and distilled team feedback into actionable updates.

Studio 369, Remote

2022 - 2022

Junior Game Designer (01/2022 – 06/2022)

World of Mechs (Unreal Engine 4 – Oculus Quest)

- Adjusted mech / weapon stats to balance multiplayer experience.
- Pitched abilities and discussed adjustments with design team during regular meetings. Collaborated with art and tech teams to ensure vision.

- Maintained design documentation for single and multiplayer balance.
- Updated campaign and multiplayer economy, created variant bots, boss abilities, and updated missions to engineer engagement.

[Steamroller Studios](#), Mt. Dora, FL

2020 - 2022

[Level Designer](#) (02/2020 – 09/2022)

[Curse of the Deadwood](#) (Unity - PC)

- Used Maya to remove sliding, jittering, and penetration in mocap data from bipeds with animal appendages
- Removed unwanted motion-capture data from faces and hands to replace with stylized keyframe animation
- Animated stylized quadrupedal animals to show a wide range of emotion and pair with the girls' actions
- Worked in a fast-paced environment to address client notes and meet weekly YouTube episode release deadlines
- Created poses for Studio Library to increase efficiency for all animators

[Magic Leap Studios](#), Plantation, FL

2018 - 2018

[Level Designer](#) (02/2018 – 08/2018)

[Project: Create](#) (In-house Engine - Magic Leap Goggles)

- Tackled over 2,000 test cases on major milestone updates.
- Utilized game design documentation to thoroughly test game systems.
- Kept open communication with the development team to facilitate speedy resolutions to bugs.

EDUCATION

[Florida Interactive Entertainment Academy \(FIEA\)](#), Orlando, FL

- M.S., Interactive Entertainment: Game & Level Design

[University of Central Florida \(UCF\)](#), Orlando, FL

- B.A., Digital Media, Game Design