SPENCIR BRIDGES

GAME AND SYSTEMS DESIGNER

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ABOUT ME

A technical designer with nearly a decade of experience, Spencir has contributed to a multitude of big named titles through both Cinematic and Technical Design work.

PROJECTS

- Oblivion Remastered
- Lego 2K Drive
- Mortal Kombat: Onslaught
- Avowed
- Grounded
- South Park: Snow Day

EDUCATION

Woodbury University
2016-2020
Game Design - BFA

SKILLS

PROGRAMMING

- UE4 and 5 Blueprints
- C#
- C++
- Python

SOFTWARE

- Unreal Engine 4 & 5
- Unity
- Maya/3DS Max
- Adobe Illustrator/Photoshop

PRIMARY SKILLS

- Systems Design
- Technical Design
- Game Design Documentation
- Cinematic Systems

EXPERIENCE

COUNTERPUNCH - A Virtuos Studio

Technical Designer/Artist June 2024 - Present

- Led design and implementation of key gameplay systems, both technically and creatively.
- Refactored legacy systems to reduce tech debt and boost performance.
- Created clear documentation and flowcharts to support system clarity.
- Handled cinematic shots from concept through final polish.

BUDDHA JONES

Unreal Engine Support Engineer | October 2023 - May 2024

- Designed & programmed Unreal Engine Tools and Editor Utility Widgets to improve and define workflow for our team.
- Helped create tools to support notable titles such as Obsidian's *Grounded* and upcoming *Avowed* game alongside *South Park: Snow Day*.
- *Using a mixture of C++, Blueprints, and Python,* I've created tools such as: Level Duplicator/Automated Level Streaming Tool, Automated Camera Placement, In-Editor Post-it Note, Camera Automated RIG Creation, Cinema4D Python plugin for Houdini pipeline, Batch Renamer.

CANTINA CREATIVE

Unreal Technical Director/Designer | February 2023 - June 2023

- Designed & programmed game systems using Unreal Engine's Visual Scripting tools for a multiplayer/singleplayer sandbox experience.
- Implemented crucial functionalities such as: Locomotion, First Person Shooter Controller, NPC's, Dynamic Engineering Display, Rideable Solo/Coop Flight Sequences, Dynamic In-game UI.
- Created multiple modules of content using these systems.

FRAME MACHINE

Technical Designer/Artist | April 2022 - February 2023

- Implemented Cinematic tools/systems to support in-game cinematic & animation needs on *Lego 2K Drive* & *Mortal Kombat Onslaught*.
- Created content that was showcased in the **Lego 2K Drive** trailer.
- Developed features like, Camera quick FOV view Switcher, EZ Event System, and UE3 easier Animation import.

THE THIRD FLOOR

Unreal Technical Director/Designer | June 2021 - April 2022

- Helped guide, direct, & mentor; 3D artists, producers, & technical artists within Unreal Engine 4.
- Designed, programmed, & implemented in-engine tools for a pre-visualization environment in Avatar the Last Airbender.
- Developed & programmed post-visualization tools in the engine to create a new component of the pipeline that fulfilled filming requirements on set.
- Features I've developed include, Automatic Character Volume Locator, Various Blueprints Maya Connected, Camera Visible Frustum Tool, Automatic Character Label Creation.