

Gavin Chambers

Monetization & Systems Designer

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Skills

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- Unreal Engine 4/5
 - Unity
 - C#
 - Excel
 - Monetization Design
 - Live-Service Economy Tuning
 - Systems Design
 - Battle Pass Architecture
 - Leadership
 - Communication
 - Creativity
 - Problem-Solving

Experience

Bungie Inc., Bellevue, WA | June 2022 - Present

Investment Designer - [Destiny 2](#)

- Owned the design, implementation, and health of player-first monetization systems and live-service offerings across multiple platforms for Destiny 2
- Modeled, tuned, and iterated on free-to-play MTX economies, seasonal battle passes, and store experiences across 10+ live-service seasonal releases, consistently balancing player satisfaction with long-term business goals
- Collaborated closely with cross-functional partners in Product Management, UX/UI, Data Analytics, and Live Ops to deliver polished, transparent, and rewarding monetization features driven by player feedback

Verb Noun Studios, Burlington, VT | September 2021 - May 2022

Product Owner/Design Lead - [Symbiotic](#)

- Balanced complex, interconnected weapon and upgrade economies to maximize player retention and engagement throughout roguelike runs
- Led development team from conceptualization to shipping

Raven Shield, Burlington, VT | February 2021 - April 2021

Product Owner/Level Design Lead - [Escape from the Bodysnatcher](#)

- Iterated on structural design through rigorous playtesting data and player feedback loops to optimize asymmetric match balancing
- **Nominated for "Best in Game Design" at Ubisoft Montreal Game Lab Competition**

Education

Champlain College - Burlington, VT | 2018 - 2022 | B.S. in Game Design | Minor in Entrepreneurship (Focus on Business Models & Consumer Analytics)