

Gavin Chambers

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Experienced Game Designer specializing in systems, progression, economy, combat mechanics, and gameplay tech

Summary of Qualifications

- **6+ years of game development and design experience** specializing in monetization, systems, progression, economy, and combat mechanics.
- **Experienced game design collaborator** with hands-on experience developing, shipping, and optimizing features for *Destiny 2*.
- **Development team leadership experience** across independent and AAA game studios.
- **Rapid prototyping and systems development** experience using Unity, Unreal Engine, C#, Blueprints, and proprietary engines.

Professional Experience

Bungie, Bellevue, WA

Investment Game Designer – *Destiny 2* | 2022–2026

- **Designed and implemented commercialization tools** across multiple platforms for a large-scale live-service game.
- **Owned and iterated on gameplay and systems features** across multiple seasonal releases, adapting designs to evolving player needs and development requirements.
- **Collaborated with engineering, art, production, and other disciplines** to develop and maintain effective feature-development pipelines.
- **Investigated, resolved, and optimized issues across live and developmental features**, balancing technical constraints with player experience.

Verb Noun Studios, Burlington, VT

Product Owner, Design Lead – *Symbiotic* | 2021–2022

- **Led gameplay design** for a first-person roguelike shooter developed in Unreal Engine 4.27.
- **Designed, implemented, and balanced** enemy AI behavior trees, weapon systems, and gameplay upgrades supporting the core combat loop.
- **Collaborated closely with UI/UX, animation, and engineering disciplines** to bring features from concept through implementation using Unreal Blueprints.

Core Skills

Design: Systems Design, Gameplay Design, Progression Design, Economy Design, Combat Design, Quest Design, Game Balancing, AI Prototyping, Feature Ownership.

Technical & Production: Unreal Engine Blueprints, Unity, C#, Live-Service Development, Cross-Functional Leadership, Player Experience.

Education

BS in Game Design, Minor in Business | Champlain College, Burlington, VT