Gavin Wales

Systems & Technical Game Designer | UI/UX & Full-Stack Engineering

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PROFESSIONAL SUMMARY

Systems & Technical Game Designer with a B.S. in Interactive Technology (Game Design Concentration) and hands-on engineering experience across TypeScript, React, C#/.NET, SQL, and Unreal Engine 5 Blueprints. Focused on building approachable gameplay loops, fair virtual economies, and clear UI/UX workflows, backed by clean code built solo and inside multi-developer teams.

SKILLS

Systems & Game Design: Gameplay loops, economy & progression balancing, encounter design, UI/UX workflows, design tokens, technical design docs, rapid prototyping.

Engines & Languages: TypeScript, JavaScript, C#, SQL, Unreal Engine 5 (Blueprint Visual Scripting).

Frontend & Backend: React, Next.js, Vite, Node.js, ASP.NET Core, Prisma ORM, PostgreSQL, SQLite, Redis, Electron, Turborepo, Web Audio API.

Workflows: Git, Perforce, async code review, Vitest & CI debugging, Agile milestone delivery, product roadmapping.

EXPERIENCE & KEY PROJECTS

Founder, Systems Designer & Full-Stack Engineer, BreakDeck

May 2026 - Present

- Designed and built 9 screens and 20+ features for a live card-breaking workspace (inventory, real-time break profitability, buyer CRM, grouped shipping queues, team randomizer) solo in React/TypeScript and ASP.NET Core + SQLite.
- Architected a 3-strategy routed checklist parser supporting PDF, XLSX, and CSV files across 6+ card brands with confidence scoring and inspectable skipped-line diagnostics.
- Built a guided self-serve onboarding walkthrough, zero-asset Web Audio UI sound themes, transactional JSON backup/restore, and safe automatic SQLite upgrades.

Independent Projects & Open-Source Contributions

2024 - Present

- **A-BSO & A-OSB (Bot School Old & Old School Bot):** Lead Developer of independent MIT-licensed forks (original OSB contributor since 2020). Shipped a 10-floor Dungeoneering overhaul (83 files), a 220-file QoL update with a 674-line Balloon Party Room, a 2,326-line repeat-win decay Lottery engine with animated Discord draws, a 3,217-line Auto-Farm system, a PostgreSQL Trip Queue across 22+ activities, and a concurrency-locked Cursed Pumpkin event; reviewed 10+ contributor PRs.
- **Aldryn (The Alderlands):** Created an original Discord-native idle RPG in a Turborepo monorepo featuring an 80-module zero-Discord-dependency TypeScript engine, 33 Vitest test suites, deterministic seeded loot forging, zero-wipe XP curve rebalancing, fair Total-Level Epoch scaling, and 4-tier graduated expeditions.
- **Live-Ops & Side Tools:** Built *Praetorian* (moderation, ticketing, and skia-canvas pet guide generator with Prisma/PostgreSQL/Redis), *Bot Dev Panel* (Next.js + SSH2 multi-bot live-ops dashboard), and *Arcane Calendar* (local-first Electron + SQLite planner with reduced-sensory quiet modes and procedural ambience).

Technical Game Designer, Full Sail University

Apr 2025 - Jul 2026

- Designed and implemented gameplay systems, progression mechanics, and UI flows in Unreal Engine 5 using Blueprint Visual Scripting from concept through playable milestone prototypes.
- Collaborated with cross-functional teams via Git and Perforce on fixed schedules and wrote clear technical design documentation for shared implementation.

EDUCATION

B.S. in Interactive Technology (Game Design Concentration), Full Sail University, Winter Park, FL — July 2026