

Karel Terra

Senior Technical Game Designer

+19172884012 | karel.terra@gmail.com | Louisville, Kentucky, 40207, United States | [LinkedIn](#) | [Portfolio](#)

SUMMARY

Senior Gameplay Designer with 10+ years of experience owning large-scale, player-facing modes within AAA sports franchises. **Led the full design and production of Road to Glory**, directing a **9-person cross-discipline team** to deliver flagship systems including **High School Recruiting, Meters-based gameplay mechanics, and a dynamic Scenario Engine**, engaging **10M+ players**. Operates at the intersection of systems design and production leadership, driving clarity, alignment, and smooth execution from concept through live release.

SKILLS

Creative : Systemic Gameplay Design, Mode Ownership, Progression Systems, Live Tuning
Technical : Unity, Unreal Engine, C#, C++, Visual Scripting, XML/JSON, Tool & Pipeline Development, Rapid Prototyping
Leadership : Cross-Discipline Leadership, Sprint Planning, Risk Management, Design Mentor

EXPERIENCE

Technical Game Designer II, EA Sports Tiburon, Orlando, United States **Sep 2021 — Present**

Mode Owner – Road to Glory (Single-Player Career Mode)

- Owned end-to-end vision, roadmap, and delivery of Road to Glory, leading a 9-person cross-discipline team (5 Engineers, 2 Designers, 2 UI/UX) from concept through annual release.
- Architected a custom data pipeline supporting 70,000+ recruiting variables, enabling designer-driven content iteration without engineering intervention.
- Built scalable tools and content pipelines enabling designers to author and maintain high-volume simulation data with reduced engineering dependency.
- Owned mode roadmap and milestone alignment, partnering with Product and Production leadership to deliver against annual franchise deadlines.
- Drove sprint planning, surfaced risks early, and removed cross-team blockers to ensure predictable feature delivery across yearly cycles serving 10M+ players.

Game Integration Engineer, WB Games, New York, United States **Apr 2020 — Aug 2021**

- Worked on **Mortal Kombat: Onslaught**, a 5v5 tactical mobile auto-battler, integrating backend services into player-facing systems.
- Oversaw the design and implementation of the game's **Gacha-based hero acquisition system**, supporting 100+ playable heroes within a live service economy.
- Built a custom squad-assembly tool enabling designers to rapidly configure and test hero compositions, reducing iteration and balancing time by over 50%.
- Partnered with 4 backend engineers to align service architecture with gameplay systems, ensuring reliable deployment of monetized content and seasonal updates.

Technical Lead, MonsterfulVR, New York, United States **Apr 2019 — Dec 2019**

- Re-architected an unstable prototype into a production-ready Unity application used by multiple MLB organizations and youth training facilities.
- Led a team of 2 developers, providing technical direction, sprint planning, and mentorship.
- Rebuilt the technical stack from prototype to production, implementing REST integration and optimizing memory, rendering, and performance for commercial deployment.
- Designed and implemented core training game modes, UI systems, audio integration, and immersive interaction mechanics.
- Supported product demos and client-facing technical discussions, contributing to sales efforts and stakeholder confidence.

Technical Game Designer, Oblix VR, New York, United States **Feb 2018 — Sep 2018**

- Implemented core VR gameplay systems including locomotion and avatar customization within Unity.
- Integrated UI/UX designs and optimized in-engine interactions for immersive player experience.

Lead Unity Developer, StartVR, Sydney, Australia **Jun 2016 — Dec 2017**

- Developed core systems for a proprietary Unity framework, including asset bundle pipelines and input abstraction layers.

- Implemented custom shaders and VR interaction systems supporting immersive client deployments.

EDUCATION

Academy of Interactive Entertainment (AIE) , Sydney, Australia - *Advanced Diploma, Computer Game Programming*

Recipient: Most Impressive Advanced Diploma Project Award

AWARDS & ACHIEVEMENTS

EA SPORTS College Football 25 — D.I.C.E Awards Nominee, Sports Game of the Year (2025)

Wentworth VR — Screen Producers Australia Award Winner, Game Production of the Year (2018)