

Bryson Coleman

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CAREER SUMMARY

Combat and systems designer specializing in enemy AI and gameplay systems. Experienced in designing high-impact combat encounters, tuning large-scale systems, and creating player-facing experiences that balance clarity, challenge, and engagement. Strong cross-disciplinary collaborator with a focus on iteration, readability, and player-driven decision-making.

Core Skills

Unreal Engine 4&5, Unity, Visual Scripting, Perforce, Jira, Confluence, Trello, Design Documentation, Aseprite, C#, C++, Python, Adobe Photoshop, Adobe Illustrator, MDA Framework, Enemy AI Design, Combat Design, Systems Design, Boss Design, Gameplay Tuning, Difficulty & Pacing, Player Experience Design

Soft Skills

Communication, Time Management, Problem Solving, Resourceful, Adaptability

Relevant Experience

Call of Duty: Black Ops 6 (2023-2025)

Treyarch - Sept 2023 - Current [Associate Game Designer II]

- Designed and shipped enemy AI archetypes that defined combat roles, improved encounter readability, and expanded gameplay variety within Zombies
- Owned tuning and iteration of enemy behaviors and core combat systems (spawning, scaling), shaping difficulty curves, pacing, and player experience across multiple maps
- Designed boss encounter mechanics centered on spatial control, sustained pressure, and risk-reward decision-making
- Drove cross-disciplinary collaboration (engineering, animation, VFX, SFX, UX) to deliver cohesive, player-readable combat experiences

The Grim Reapers Commission

Personal Project - Dec 2022 - Jan 2023 [Solo Developer]

- Designed and prototyped a core combat loop, iterating on player abilities and flow to establish engaging moment-to-moment gameplay
 - Built scalable progression systems using data-driven design, enabling flexible upgrade paths and long-term player growth
 - Implemented gameplay systems and UI to support combat feedback, progression clarity, and player decision-making
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EDUCATION

Bachelor of Science: Game Design, 2022, Full Sail University, Winter Park, FL