



# GRACE HALL

## Game Designer

Technical Game Designer with a strong foundation in scripting, UX design, combat design and cross-team collaboration. Experienced in both AAA and startup environments with a focus on encounter, quest and user-centered storytelling. Aiming to craft immersive and rewarding player experiences.

## Contact

### Phone

513 - 255 -3173

### Email

ghall.connect@gmail.com

### Portfolio

<https://www.grace-hall-design.com/>

### Address

Cincinnati, Ohio  
Remote

## Education

### MD – Emerging Technology & Entrepreneurship

Miami University  
2024 - 2025

### BS – Games & Simulations

Miami University  
2020 - 2024

## Skills

- Combat/Encounter Design
- Game Balancing
- UX Design/User Testing
- Live Service Game Design
- Cross Collaboration
- Debugging & Tuning
- Level Design

## Tools

- Unreal Engine 5
- Unity
- Lua
- Jira & Confluence
- Perforce

## Game Design Experience

### Present

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2024

### Encounter Designer – Elder Scrolls Online

Zenimax Online Studios | (Remote) Rockville, Maryland

- Balanced and designed boss mechanics using internal tools and combat data for over 50M players across 3 DLCs.
- Iterated on designs from prototype to polish while going through multiple rounds of feedback from peers and leads.
- Cross-collaborated with teams to integrate encounter moments with world design and quests.
- Used proprietary tools to support content and narrative through visual storytelling.
- Delivered encounters for multiple yearly updates to live service game

2023

### Quest Designer – Diablo IV

Blizzard Entertainment | Irvine, California

- Scripted branching quests using Blizzard's proprietary tools and Lua to create engaging experiences for players.
- Collaborated with narrative, combat, and environment teams to align quest objectives with world-building and gameplay mechanics.
- Conducted playtesting and feedback sessions with over 10 team members and various players to refine quests.
- Designed and implemented quests 5 & 6 of Season 3, Season of the Construct.

## Relevant Experience

2025

### Co – Founder

BuzzBrand | Remote, based in Ohio

- Used Figma and Google Analytics to test and refine UX/UI strategies, improving engagement by 50%.
- Leveraged data analytics and user feedback loops to continuously optimize content strategies.
- Utilized Canva and various social media for content creation, workflow efficiency, and testing.
- Conducted surveys and internal testing to determine logo, colors, and various brand guidelines.

## References

### Anthony Oliver

Zenimax Online / Senior Encounter

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### James Audet

Zenimax Online / Encounter Designer

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