

GRADY STANDARD

Grady.Standard@gmail.com
www.gradystandard.com
707-303-0219



ABOUT ME

Gameplay Systems and Cinematic Designer at Skybound. Slayer of tabletop dragons, keeper of Gnomish wisdom, and a golden-haired super nerd.

SHIPPED TITLES

The Walking Dead
The Wolf Among Us
The Walking Dead: 400 Days
Poker Night At The Inventory Two
The Walking Dead: Season Two
Game Of Thrones: A Telltale Series
Minecraft: Story Mode
The Walking Dead: Michonne
The Walking Dead: A New Frontier
Minecraft Story Mode: Season Two
Guardians Of The Galaxy
Batman: The Enemy Within
Walking Dead 4: The Final Season

Total Shipped Franchises: 13
Total Shipped Episodes: 47

EXPERIENCE

Game Developer @ Skybound / Telltale JUNE 2012 – PRESENT

Cinematic Designer (Dept. Co-Founder) 2017 – PRESENT

- Designer and Programmer for Interactive Scenes & Mechanics: Pitch to polish on gameplay systems and narrative sequences for multiple franchises.
Notables: [Walking Dead 4](#) Clem's Long Take Escape [*Cam Blend System*]
[Minecraft: Story Mode](#)'s Ghost Boss [*Combat/Runner System*]
[Walking Dead 3](#) Javi's Revenge Action Scene [*Climax Scene*]
- Principal Mechanics Designer with a team responsible for conceiving, prototyping, and pitching new gameplay innovations for Walking Dead 4
 - Exploration Enticing Camera System - Environmental Improvisation
 - Fluid and Engaging Combat System - Context Engagement System

Game Designer 2015 – 2017

- Acted as Lead Interactivity Innovator, designing new mechanics from concept, to pitch, to polish for Minecraft: Story Mode Seasons 1 & 2
 - Combat: Input, Balance, and More - Endless Runner-like Mechanic
 - Enemy & Boss AI / Character Design - Individual Encounters & Levels
- Specialized in building action scene gameplay with narrative significance, as in [Walking Dead: Michonne](#)'s high adrenaline season opening hook

Gameplay Programmer (Lead) 2013 – 2017

- Multi-Episode Lead on Walking Dead 3: responsible for project setup, optimization, cutscene functionality, and gameplay related implementations
- Teamed-up with Tools Programmers, Production, and QA to squash bugs
- Constructed 'Katamari-like' game in engine for kicks

Cinematic Artist 2012 – 2013

- Collaborated with Designers on 90+ GOTY winning The Walking Dead

SKILLS

General Development

- 7 year AAA game development veteran
- Co-founded the Cinematic Design Team: a gameplay and cinematography-centric creative department focused on building player driven interactivity
- Proficient in creating immersive and emergent gameplay systems with consequential narrative implications
- Lead Presenter for both inter- and intradepartmental trainings
- Highly skilled in conceptualizing and pitching gameplay conceits
- No-nonsense confident communicator & active listener
- A self-starter and team player who leads by example, working shoulder-to-shoulder with his team

Programming

- Fluent: Lua, TTG Nodal Scripting, HTML
Smatterings: UDK Blueprints and Scripting, Java, C++, C, Python
- Trained: Unity, Perforce, Power Point, Excel, Photoshop, Premiere, Plastic, VSS, Maya, Eclipse, Notepad++, FileZilla, Draw.io, and Whiteboard-foo

EDUCATION

Software Engineering – California Polytechnic, San Luis Obispo