Rachel Moeller

Senior Level Designer

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Work Experience

Seismic Squirrel **(Remote) May 2026 – Present**

Senior Game Designer

Unannounced Work (Unity)

- Guided the design of gameplay, systems, and mechanics, including unit balancing, and in-game economy.

Question **(Remote) Oct 2019 – March 2026**

Senior Level Designer

The Killing Stone (Single player, story-driven, first-person exploration; Unreal 5):

- Owned all narrative scripting, goal logic, and environmental storytelling implementation earning consistent praise for story pacing in Steam reviews contributing to a 96% “very positive” rating.
- Collaborated with Narrative and Design leads to translate the VO script into gameplay flow charts, defining geometry, texturing, lighting, sound, and VFX needs for each beat in Jira.
- Directed feature kickoffs and strike team meetings identifying design flaws and pitching low-cost solutions.
- Analyzed playtest trends from Discord players to identify balance issues, revised cards to support all playstyle patterns with multiple card synergies.

South Park: Snow Day! (Multiplayer, third-person, co-op action brawler; Unreal 4):

- Pitched, planned, and implemented 20+ in-game map layouts and enemy encounters showcasing memorable landmark locations from the show. (South Park Elementary, Starks Pond, Father Maxi’s Church, DinkinBaus, etc.)
- Scripted all mission logic and VO in Blueprint, melding narrative and gameplay with a focus on multiple routes and golden moments for all melee and ranged weapon types.
- Built combat conditionals to solve spawn timing issues in encounter design. Collected usability feedback from other designers, then iterated the tools.
- Led co-dev level design team in weekly reviews and authored clear technical documentation leading to quick turnaround times (3 weeks) for polished levels cohesive with existing maps.

Level Designer

The Blackout Club (Multiplayer, first-person, co-op stealth/immersive sim; Unreal 4):

- Implemented 3 postlaunch missions in Blueprint, including player community favorite “Shadow People.”
- Developed video verification standards for debugging gameplay logic, reducing QA contractor time.

Haiku Games **(Remote) Jun 2017 - Mar 2020 Game Designer**

Adventure Escape Mysteries: Haunted Hunt, Cursed Crown, Trapmaker 2, Pirate’s Treasure, and The Covenant (single player, puzzle, Unity)

- Responsible for all design, iteration, dialogue, and QA from pitch to ship, maintaining a 4.6/5 star Google Play rating over 200k reviews and 10 million+ players.
- Created clear, concise design specifications for non-English speaking co-dev art teams, reducing art iteration to 1 cycle during production.

Carnegie Mellon University Human Computer Interaction Institute **(Pittsburgh, PA) Aug 2015 - May 2017 Game Designer and Research Assistant**

- Prototyped 5 games in Unity (C#) with integrated Twitch audience participation. Researched AAA playtest methods, creating a series of workshops teaching efficient feedback analysis.

Education

New York University: M.F.A. Game Design (2019)
Carnegie Mellon University: B.F.A. Art, Minor in Game Design (2017)

Skills and Awards

- **Game Engines/Code:** Unreal Engine 5/4, Blueprint, Lua, Unity, C#, Creation Kit, Twine, Papyrus, JSON
- **Software:** Jira, Confluence, Perforce, Articy, Miro, Photoshop, Blender, Maya, Google Sheets, Microsoft Office
- **Awards:** 2019 GDC Game Narrative Review Gold Award for “Dishonored 2: Levels as Character Design”, 2018/2019 AIAS Foundation DICE Scholar, 2017 Microsoft Women in Gaming Game Changer