# DEAN RYMER

**COMBAT AND PLAYER DESIGNER**

Santa Ana, CA | me@deanrymer.com | linkedin.com/in/deanrymer | www.deanrymer.com

Principal combat designer and former design director with 15+ years of game design experience. Hands-on work spans Kratos' combat, traversal and defensive mechanics, playable fighters in PlayStation All-Stars Battle Royale, and core melee and gunplay. Combines player-system implementation with creative direction, multidisciplinary leadership, and a focus on game feel.

**SELECTED PLAYER CHARACTER WORK**

- God of War: Designed and implemented navigation for Kratos and supporting characters, Kratos' defensive move set, and the boat. Contributed death-from-above combat, grapple combat, and navigation for God of War Ragnarök.
- PlayStation All-Stars Battle Royale: Designed and implemented Nathan Drake, Ratchet & Clank, Big Daddy, and Emmett Graves; designed and maintained the rules for the Super System.

**RECENT EXPERIENCE**

**Lightspeed LA**

*Principal Combat Designer* Apr 2025 - Present

- Implement core player melee and gunplay.
- Implemented and tuned finisher system with environmental, melee and gunplay finishers.
- Led the AI Combatant team for open-world AI combatants.
- Tuned AI and player interaction with open world "bounty" system.

**Absurd Ventures**

*Lead Gameplay Designer* Aug 2024 - Apr 2025

- Owned the creative vision for moment-to-moment gameplay.
- Helped define gameplay pillars to create playfully responsive gameplay.
- Created documentation for outsourcing partners, internal developers, and publisher presentations.
- Led internal and co-development teams creating AI, gunplay, and melee systems.

**Deviation Games**

*Design Director* Aug 2022 - Mar 2024

- Directed gameplay features and design best practices; oversaw ideation, scheduling, and gameplay design execution.
- Led direct reports and supporting team members.
- Translated feature concepts into clear specifications and provided actionable follow-up feedback.
- Led design team meetings for feature tracking and content review.

**inXile Entertainment**

*Lead Combat Designer* Feb 2020 - Aug 2022

- Owned the vision for moment-to-moment gameplay and oversaw development of all AI and player gameplay.
- Designed a highly customizable weapon progression system.
- Led the AI and combat design team, helping refine enemy behaviors and difficulty.

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### ADDITIONAL EXPERIENCE

**BioWare**

*Lead Creature Designer* Jan 2019 - Feb 2020

- Led a multidisciplinary team developing creatures, enemies, and boss encounters.
- Used live game user feedback to refine the in-game experience.

**Santa Monica Studio**

*Senior Combat Designer* Nov 2013 - Jan 2019

- Designed and implemented high-fidelity navigation for Kratos and supporting characters.
- Designed and implemented Kratos' defensive move set and the Magni & Modi boss fight.
- Designed and implemented the boat in God of War (2018).
- Designed and implemented environmental traversal systems with level designers; standardized construction metrics and created test levels.
- Designed and implemented death-from-above combat, grapple combat, and navigation for God of War Ragnarök.

  Design diary: God of War boat

**BigRedButton**

*Lead Combat Designer* Apr 2013 - Nov 2013

- Owned the vision for combat and traversal gameplay; designed and implemented player, AI, and boss characters.

**SuperBot Entertainment**

*Senior Combat Designer* Jul 2011 - Feb 2013

- Created playable characters and Super System rules for PlayStation All-Stars Battle Royale.
- Collaborated with AI design to keep character implementations clear, maintainable, and compatible with other gameplay systems.

**Xaviant**

*Lead Gameplay Designer* Apr 2010 - Jun 2011

- Owned the moment-to-moment gameplay vision; designed and tuned the player character and RPG systems.

**High Voltage**

*Senior Designer* Sep 2008 - Apr 2010

- Designed and implemented player mechanics, AI characters, and bosses.

**Vision Games**

*Founder and Creative Director* Nov 2001 - Jul 2004

- Created original IP, core design, characters, and world; pitched the project to multiple publishers.

### DESIGN AND TECHNICAL SKILLS

Player 3Cs • Player combat • Melee and gunplay • Character implementation • AI and boss design • Player progression • Gameplay tuning • Animation timing • Creative direction • Team leadership and coaching

Unreal Engine • Text and visual scripting • Maya • Visual Studio • Design documentation • Jira • Miro • Excel • PowerPoint • Photoshop • Illustrator • Premiere