

# ADAM MOSTEL

Senior Game Designer

adam.m.mostel@gmail.com • [linkedin.com/in/AdamMostel](https://www.linkedin.com/in/AdamMostel)

Portfolio & Design Samples: [AdamMostel.com](https://adammostel.com)

## SUMMARY

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Game designer with **5 years of hands-on design and implementation experience** across multiplayer titles, building gameplay systems, creature behaviors, and player-facing features in UE5 Blueprints, Unity, and proprietary engines. I've shipped content across the full development cycle: early prototyping, systems design, encounter scripting, and polish. Most comfortable when the work means **owning a feature from napkin sketch through shipped product** on a small team where everyone's hands are in the build. **6+ years of cross-functional leadership** informs how I scope, document, and drive features alongside engineering, art, and production.

## CORE COMPETENCIES

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**Design:** Gameplay Systems & Mechanics • Creature & NPC Behavior Design • Encounter & Level Content • Gameplay Prototyping & Iteration • Player Experience Design • Multiplayer / MMORPG Development • Team Mentorship

**Tools:** Unreal 5 • UE5 Blueprints • Behavior Trees • C++ • C# • Unity • Visual Scripting • Python • SQL • JIRA • Confluence • Miro

## GAME DEVELOPMENT EXPERIENCE

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### Intrepid Studios | Ashes of Creation

MAY 2024 – FEB 2026

Combat Designer II

- **Designed and implemented NPC abilities, enemy behaviors, and encounter frameworks** using UE5 Blueprints and behavior trees, enabling scalable combat across an open-world MMORPG.
- **Designed and shipped the sport fishing system from concept through polish** – a non-combat feature built around tactile feel, progression hooks, and player fantasy, iterated across animation, art, and engineering. Recognized by leadership as a cornerstone Early Access deliverable.
- **Owned AI pet systems end-to-end**, prototyping and iterating on creature responsiveness, expressiveness, and player attachment from design brief through shipped product.
- **Improved encounter and combat iteration velocity by streamlining gameplay data structures**, reducing designer maintenance overhead by 10x and improving clarity of player-facing information.
- **Drove cross-discipline alignment with animation, environment art, engineering, and gameplay teams** on combat readability, timing, and encounter flow across authored and systemic content.

### ZeniMax Online Studios | The Elder Scrolls Online

JUL 2023 – MAY 2024

Content Designer

- **Designed ambient behavior cycles, vignettes, and mini-events for city populations** across Gold Road's West Weald and Solstice zones, enhancing world-feel and ambient storytelling at scale.
- **Pitched, designed, and implemented quest, encounter, and world boss content** for the Gold Road expansion, working at the intersection of narrative, systems, and 3D gameplay space to support multiple playstyles.
- **Designed and tuned scripted quests, environmental hazards, and emergent encounters**, balancing difficulty, pacing, and player motivation across solo and group content.
- **Mentored junior designers and interns on design and implementation fundamentals**; launched regular "lunch and learn" sessions that became a standing practice across the distributed team.

### Visionary Realms | Pantheon: Rise of the Fallen

MAR 2021 – FEB 2023

Senior Game Designer / Production Manager | NOV 2021 – FEB 2023

- **Designed, balanced, and implemented tab-target MMORPG combat systems** for 12 player classes: core formulas, resource pools, abilities, itemization, and signature boss encounters.
- **Authored NPC combat and non-combat behaviors using C# and visual scripting** across 200+ enemy types – target prioritization, ability selection, and state-driven decision-making tuned around feel and readability.
- **Established enemy ecology and behavior frameworks** (predator/prey dynamics, hive/pack behaviors, needs-driven AI) to drive world interactivity and emergent player encounters.
- **Designed the framework for non-linear quest delivery and environmental storytelling** supporting Pantheon's 'Perception' gameplay sphere, where observation and curiosity drove discovery.
- **Established scalable pipelines and workflows for quest and encounter authoring**, improving iteration speed, consistency, and throughput across the design team.

Associate Game Designer / Production Assistant | MAR 2021 – NOV 2021

- **Built and iterated on gameplay prototypes** – combat formulas, encounter scripts, NPC behaviors, custom blueprint nodes, dialogue, and branching quest content.
- **Established and maintained documentation standards** for Design, Programming, and Narrative teams to manage systems, balance, and quest specifications in Excel and Confluence.

## OPERATIONS & LEADERSHIP EXPERIENCE

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### Fidelis Care (Centene)

DEC 2014 – MAR 2021

Director, Provider Data Management | JAN 2019 – MAR 2021

- **Designed process flow architecture and reporting requirements** for tracking 1,000+ work items per week through ServiceNow, including requirements gathering and automated processing in live relational databases.
- **Initiated and oversaw a centralized cross-departmental Confluence wiki**, improving documentation access and reducing research time organization-wide.

Manager, Provider Data Management | MAR 2017 – JAN 2019

- **Developed staffing models and work-volume trend analyses** to demonstrate resource gaps to executive leadership; secured approvals to grow team by 75%.
- **Consolidated and streamlined pipelines throughout the provider configuration division**, reducing processing times by up to 50% and improving inventory monitoring.

Team Lead, Provider Data Management | DEC 2014 – MAR 2017

- **Streamlined resources and workflows to reduce outstanding inventory** from 45+ day turnaround to consistent 5-day service-level agreements.

## EDUCATION

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CGSpectrum

Game Design Diploma

SUNY Albany

B.A. World History / Theater

## ACTIVITIES & INTERESTS

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20+ years leading roleplaying & raiding guilds in MMORPGs • Baking & Mixology • Board & Card Games • Cat Dad • Horror Films • Musical Theater • Virtual Pets & Handheld Games

**Top 10 Games:** Anarchy Online • Banjo-Kazooie • Elden Ring • Final Fantasy XIV • LUNAR • Monster Hunter • NieR Automata • Warframe • Super Mario RPG • Zelda: Link's Awakening