

Aaron Captain

Game Designer

Atlanta, GA · Remote · acaptain93@gmail.com · aaronthegamedesigner.com

Summary

Game designer with experience in video games and tabletop. My tabletop work is about satisfying 'aha' moments, and I bring that instinct to what I build in Unity. I picked up video editing and graphic design because the work needed them, and I love fine-tuning a design until every detail holds up.

Relevant Experience

Game Designer & Developer, Guild of Old Magick 2024 – Present

- Guild of Old Magick is a free browser auto battler with over 750 spells, augments and enchantments for players to combine into builds.
- Designed the roguelike run loop: shop, PvE fight, then asynchronous PvP.
- Owned every part of the design solo, including systems, balancing, progression and the interface.
- Wrote all of the game's supporting documentation.
- Created an automated simulator where bots at three skill levels play thousands of runs to catch balance and logic problems early.

guildofoldmagick.com · aaronthegamedesigner.com/guild-of-old-magick

Independent Game Designer & Prototyper 2020 – Present

- Built Project Blue Whale, a Suika-style physics puzzle game in Unity that plays in a web browser.
- Studied the original game, then recreated it with custom merge logic and scoring, adding new design tweaks.
- Reverse-engineered existing games to learn why their systems work, then remixed the ideas into new designs.
- Designed and prototyped original games, including platform fighters and roguelikes, to test what makes a core mechanic fun.
- Made the games' videos, shorts and thumbnails.

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Tabletop & Game-Show Designer, Rotunda Games 2016 – 2022

- Designed and playtested original strategy, party and card games.
- Rotunda: The Board Game wraps popular mini-games from across pop culture into one board game.
- Designed the format for Rotunda: The Game Show, plus its set design and video production.
- Tuned difficulty, pacing and scoring through repeated playtesting with different player groups.

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Other Experience

AI Training Specialist, DataAnnotation

2025 – Present

- Review and evaluate chatbot and large language model (LLM) responses for accuracy, clarity and tone.
- Provide corrections and ratings, with feedback that improves production AI systems.

QA Automation Engineer, Gettop

2020 – 2024

- Built and maintained automated test suites in Python and Selenium, aimed at boundary conditions, edge cases and failure states across complex workflows.
- Learned to catch the small breaks that ruin an experience, such as unintended shortcuts, dead ends and broken logic.

Skills

Puzzle & Game Design: Systems Design, Playtesting, Puzzle Design, Pacing & Progression, Clue & Solve Logic, Tabletop Prototyping, Difficulty & Balance Tuning

Story & Writing: Technical Writing, Storyline & World-Building, Documentation, Clue Writing

Graphic & Video: Adobe Premiere Pro, Sound Design, Adobe Photoshop, Adobe Audition, Figma, Blender

Technical: Unity, C#, Python, Selenium, QA Automation, OOP, HTML, CSS, Broadcasting, IT Support

Education

B.S. Computer Science, Georgia Southern University · Expected 2028

A.S. Social Science, Georgia Military College · 2012 – 2014