

Akello Fells

Game Designer

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SUMMARY:

Systems designer with experience in AAA and indie development, focused on gameplay mechanics and rapid prototyping. Skilled in balancing, documentation, and building scalable logic in Unreal Engine 5 (Blueprints) and Unity (C#). Contributed to The Elder Scrolls Online during a systems design internship at ZeniMax Online Studios, and developed original mechanics for an unreleased indie title at Digital Cannoli Studios.

Technical SKILLS:

Design: Game Balancing, Gameplay systems, Rapid Prototyping, Documentation, Level Design, UI Design

Programming: C#, Blueprint visual Scripting,

Engines & Platforms: Unreal Engine 5, Unity, Gamemaker 2, Creation Kit, Figma

Version Control: Perforce, Git, Tortoise SVN

WORK EXPERIENCE:

Unreal Engine 5 UI and Systems Designer on Unsanctified

Digital Cannoli Games - January 2025 - November 2025

- Designed and implemented prototypes for multiple gameplay systems, including an Game Inventory, Stat upgrades, Status effects, and Weapon progression
- Created concepts for multiple menus using Figma and implemented them in Unreal Engine 5 using Blueprints.
- Debugged many bugs and overall improved game performance

Systems Design Intern on Elder Scrolls Online

Zenimax Online Studios - March 2014 - December 2017

- Fixed bugs and edited hundreds of items to ensure a specific standard
- Updated the game glossary, tutorial tips, and loading tips to enhance the experience for new players
- Collaborated in several brainstorming meetings to improve retention

Game Designer on HeroBot!

Fellssword Games - January 2024 - June 2024

- Balanced over 40 abilities and enemies
 - Iterated on concepts for new enemies and abilities
 - Designed and implemented multiple levels and mechanics
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Projects:

Rock Smashy Time! (Unity 2D - Randomized Top-Down Shooter) (Designer/Programmer)

- Designed a unique combat mechanic that involved picking up and throwing rocks
- Created and balanced multiple enemies with unique characteristics
- Prototyped and created multiple preset rooms for player exploration

Legendary Bobble Heads (Fallout 4 mod)

- Created a cross-platform mod with over 10,000 downloads
- Added 5 new perks in the form of bobble heads
- Designed a new system where players can earn new perks by getting a combination of perks

The Floor May Be Lava (Unreal 5 - FPS) (Designer/Programmer)

- Designed two modular levels resembling a house and a school
 - Enabled player interaction with buttons through blueprints
 - Refined a first-person controller to create more engaging platforming
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EDUCATION:

Bachelor's Degree in Game Design - August 2021 - May 2023

University of Baltimore, Baltimore, MD