

Dean Satine

Systems & Character Designer

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PROFILE

I have always been passionate about Teamfight Tactics since I first played it. It quickly became my favorite game and directly inspired me to pursue a career in Game Development. I am eager to take on a role that allows me to utilize my learnings from playing the game at a high level, combined with the philosophies of game design. I'm incredibly passionate about innovating with the smallest scope possible, and I have developed immense social capability and task efficiency due to my growth mindset and diverse experience. With all of that, I am utmost confident in my ability to perform and grow as a game designer.

EDUCATION

Game Development & Interactive Media
Ontario Tech University

September 2023 – Present

DESIGN SKILLS

- Systems & character design
- Working with small game scopes
- Identifying player pain points & improving player experience
- Consistent Masters rank in Teamfight Tactics
- Strong understanding of TFT unit, trait, and system design
- Ability to analyze problems, generate solutions, & communicate design decisions

TECHNICAL/PROFESSIONAL SKILLS

- Proficiency with Unreal Engine 5 Blueprints/C++ & Unity C#
- Version control (GitHub)
- Team leadership and collaboration with teams
- Time management & Critical thinking under deadlines
- Strong communication abilities and adaptability
- Growth mindset & efficient learner

EXPERIENCE

Game Creator

August – September 2025

Cybernetic Strategy

- Created a small prototype auto battler to demonstrate my understandings of Teamfight Tactics characters & Systems
- Developed a greater understanding of quality unit design by designing and iterating on 1 unit of each cost.
- Demonstrated an understanding of simple yet effective trait design by creating 2 Classes & 2 Origins.
- Demonstrated an understanding of low scope system design by creating 3 augments of variety.

Systems & Character Designer

June 2025 – July 2025

Full Circle CS

- Rapidly prototyped a pachinko score system and character troop within 1 day, accelerating team progress.
- Led the project by designing systems in a scope capable of being made within a 2-week period
- Iterated & ensured design quality by working in a team of 3 designers to improve system layout & unit capabilities.

- Developed skills working in a professional environment for clients with tight deadline expectations.

VP of Communications/Student Relations

February 2024 - Present

Game Development Student Association

- Developed skills on working with a team, meeting tight deadlines, time management, organizing events, and professionalism.
- Working cooperatively in teams to organize events & sessions for hundreds of students.
- Arranged and facilitated meetings with Ubisoft developers to secure sponsorships and strengthen industry partnerships for the university
- Awarded the Most Valuable Player award for the 2024-2025 school year.

Game Development & Interactive Media Program

September 2023 - Present

Ontario Tech University

Deity Excidium (1st Year)

- Designed and balanced 3 enemy boss abilities and attack patterns, ensuring engaging combat encounters.
- Led a 6-person development team, coordination design direction and cross disciplinary collaboration

Mugshot (2nd Year)

- Created office-themed weapons, combat mechanics, and level environments, aligning with the project's thematic vision.
- Oversaw a team of 6 developers, providing creative direction and milestone management.

Trisoul Tower (3rd Year)

- Designed and implemented the player combat system and environmental physics interactions.
- Created 5 unique enemy archetypes (4 basic enemies, 2 mini-bosses, 1 final boss) with distinct behaviours.
- Redesigned the game's scope & direction to ensure the project would be easier to develop & be completed on time.
- Designed 3 progression-based swords with unique ability mechanics, enriching player progression and gameplay variety.

REFERENCES
