

Liam Kerr

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Summary

A game designer with AAA experience and a whole lot of passion and creativity. I'm well-versed in multiple engines and scripting techniques and a broad range of genres including RPGs, MMOs, and Card Games. At the moment, I'm working at my dream company!

Experience

Game Design Intern, Hearthstone

Blizzard Entertainment

Jun 2022 - Sep 2022 (4 months)

- Led initial development for the 24.6 Hearthstone Battlegrounds patch. Brainstormed new content and implemented it with scripts. Named characters and merged their mechanics with art and animations to sell a fantasy.
- Collaborated with the team on the upcoming 25.2 patch. Iterated on new and exciting mechanics while preventing power creep and maintaining healthy complexity.
- Utilized Jira and HearthEdit to resolve bugs and speed up production for the 24.2 Hearthstone Battlegrounds patch.
- Wrote voice lines and art descriptions for future content. Pushed for innovation and inclusivity within the framework of the game's setting.
- Guided playtests and transcribed feedback. Assisted with improving the overall balance of the game and its upcoming patches.

Player Relations Coordinator, Call of Duty League

Blizzard Entertainment

Jan 2020 - Jun 2022 (2 years 6 months)

- Fulfilled comp ops needs including server management, match documentation, and team scrim planning.
- Oversaw player needs such as equipment checks, travel logs, mental health services, and professional growth.
- Compiled feedback from teams and organizations and disseminated imperative information in order to enhance comp-ops processes.
- Acted as a professional and sincere representative of the company online and in-person for players, coaches, managers, and fans alike.

Summer Intern

Activision Blizzard

Jun 2019 - Sep 2019 (4 months)

- Collaborated with the HR and Benefits teams on a wide range of company projects split between Activision-Blizzard and Blizzard Entertainment. Developed numerous essential skills such as time

management, multi-level communication, leadership, data organization, event planning, and social media prowess.

- Teamed up with the university relations team to coordinate and establish a recruitment event on Harvard campus during the Fall 2019 semester. This entailed social-media marketing strategies, collaboration with art resource teams, and various meetings with notable creative talent industry veterans.
- Spearheaded a project with the HR benefits team that oversaw the refurbishment of the company's benefits website.
- Game-tested for the QA and User Feedback teams, providing essential information for Activision's games in a critical, focused, and professional manner.

Education



Academy of Art University

Master of Arts - MA, Game Development

Jan 2022 - 2023



Harvard University

Bachelor of Arts - BA, Sociology Major (Quantitative) | Film/Cinema Studies Minor

2016 - 2020



Campbell Hall

2001 - 2014

Licenses & Certifications



Certified Associate in Project Management (CAPM) - Project Management Institute

Issued Apr 2020 - Expires Apr 2025



Certified ScrumMaster® (CSM®) - Scrum Alliance

Issued May 2020 - Expires Jun 2024



Certified Tester Foundation Level (CTFL) - ASTQB - ISTQB in the U.S.

20-CTFL-01592-USA

Skills

Game Design • Game Development • Scripting • Game Programming • Card Games • Community Management • C# • C++ • Unreal Engine • Programming