

Milo Duclayan

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Skills

- Unreal Engine 5
- Unity 2D & 3D
- Prototype Iteration
- Production Pipelines
- Creative Writing
- Adobe Creative Suite

Relevant Work Experience

Game Designer | Wilderook | Burlington, VT *Jan. 2025 - May 2025*

- Designed intricate, balanced, and novel custom systems for a startup mobile RPG in Unity. Created detailed documentation and iterated based on feedback to improve systems.
- Collaborated with artists, designers, and writers to build design prototypes in line with vision.
- Designed reward systems for quests to incentivize exploration and narrative engagement.

Lead Game & Narrative Designer | The Bye Weeklies | Burlington, VT *Aug. 2024 - May 2025*

- Spearheaded development of systems, mechanics, and narrative for a 3D flight-based exploration game, earning over 13,000 copies downloaded and “Mostly Positive” Steam ratings.
- Acted as product owner, owning documentation and communicating with all parts of the team.
- Performed QA analysis to assist with iteration, and built clear iteration plans to match player and team feedback.

Lead Game Designer | Nervous Playhouse Games | Burlington, VT *Nov. 2022 - May 2024*

- Directed, designed, and balanced a 100+ page novel TTRPG system, nominated for the IndieCade Tabletop Game Design Award in 2023. Released to 5-star ratings on itch.io.
- Worked closely with a team of artists, designers and producers to finish the product, build a 100+ member community, and create a physical product.
- Wrote, revised, and edited complete documentation of the entire game and rules system.

Story Staff | The Wayfinder Experience | Kingston, NY *Jul. 2021 - Jul. 2025*

- Conceptualized, wrote, cast, managed, and produced 4-9 hour long live action experiences for a collection of 30-60 participants ages 8-18.
- Worked with 3-8 person production teams for creation of the sets, props, and costuming of the experience.

Awards & Achievements

- **Tabletop Game Design Award Nominee** | IndieCade *Nov. 2023*
- **Rising Star Award in Interactive Narrative** | Champlain College *Apr. 2024*

Education

Game Design, Bachelor of Science | Champlain College | Burlington, VT *May 2025*

- Completed a minor in Interactive Narrative, and worked as an Interactive Narrative mentor.
- Trustee's list, 2022-2025. Trustee Scholarship, Game Developers Conference Scholarship.
- 3.99 GPA (4.0 Scale).