William A. Erdman
Senior Game Designer | Systems Design, Scripting & Coding
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SUMMARY

I'm a game designer with 8 years of professional experience designing systems-driven strategy games like ARA: History Untold. I have additional experience creating narrative-driven content for The Elder Scrolls Online. I'm passionate about creating and refining multi-layered systems that feel responsive while encouraging exploration, exploitation, and creativity.

EXPERIENCE

Stardock – Senior Game Designer – Plymouth, MI
Mar 2022 – Present

- Designed core systems and mechanics across multiple titles in 4X and Strategy genres
- Led teams of engineers, artists, and designers to implement content for unreleased and live games
- Worked with leadership and product owners to refine the game design documents and ensure alignment
- Mentored designers to improve their methodologies and ensure they leverage more game mechanics
- Worked with cutting-edge technologies to improve and streamline workflows

Stardock – Game Designer – Plymouth, MI
Jul 2020 – Mar 2022

- Turned goals into actionable design for DLC on both Galactic Civilization IV and ARA: History Untold
- Took on a lead creative role in pre-production and production of yet-unannounced strategy games

Zenimax Media Online – Quest Designer, Encounter Designer – Hunt Valley, MD
Oct 2012 – Sep 2014

SKILLS

Game Design, Systems Design, Leadership, UX & UI, Strategy Design, Simulation Design, Combat Design, Design Docs, LUA, Python, C#, Agile/Scrum, Live Operations, Game Balance, Onboarding & Tutorialization, Narrative Design, Writing

EDUCATION

University of Baltimore – Bachelor of Science, Simulation & Game Design
May 2020

PROJECTS

ARA: History Untold // PC – Stardock – Senior Game Designer
Jun 2024 – Oct 2025

- Overhauled the design of Leaders to create more distinctive play styles and interesting dynamics
- Updated balance of various elements and systems to provide a more engaging experience

The Political Machine 2024 // PC – Stardock – Senior Game Designer
Dec 2023 – May 2024

- Performed extensive research to convert real-world data on the 2024 election into gameplay balance
- Designed and implemented new gameplay and mechanics along with corresponding content

Galactic Civilizations IV: Supernova // PC – Stardock – Senior Game Designer
Jun 2023 – Nov 2023

- Developed 4 new Civilizations with unique gameplay and play styles for the Supernova launch

Elder Scrolls Online // PC, Xbox One, PlayStation 4 – Zenimax Media Online – Content Designer
Oct 2012 – Sep 2014

- Implemented content based on guidelines for quests and encounters to appeal to MMO players