

David C. Rogers

Creative Director

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inXile Entertainment - Game Director

Jan. 2016 - Present

Wasteland 3 - Lead Designer

Battle of Steeltown and Cult of the Holy Detonation DLC - Game Director

https://store.steampowered.com/app/719040/Wasteland_3/

- Designed RPG systems, combat systems, enemies, and game economy
- Managed team production schedule
- Collaborated with all departments to ensure game quality

Bard's Tale IV: Director's Cut - Creative Director

store.steampowered.com/app/1091980/The_Bards_Tale_IV_Directors_Cut/

- Designed RPG systems, combat systems, enemies, and game economy
- Managed team production schedule
- Collaborated with all departments to ensure all aspects of game quality

Mage's Tale - Lead Designer

store.steampowered.com/app/766320/The_Mages_Tale

- Designed touch control, combat systems, and RPG systems

Red 5 Studios - Lead Combat Designer

Oct. 2014 - Nov. 2015

Firefall

- Led a team responsible for: combat systems; player classes; enemies; level design; raids;
- Managed team production schedule
- Collaborated with all departments to ensure feature quality
- Released Firefall in China on 11-18-2015

Army Game Studio - Game Designer & Associate Producer

Oct. 2010 - Oct. 2014

America's Army: Proving Grounds

store.steampowered.com/app/203290/Americas_Army_Proving_Grounds/

- Designed combat, class features, player progression
- Programmed the scoring system

Experiential Learning Center - Operation Safe Passage

<thenmusa.org/education/elc/>

- Lead designer and producer for all five games in the suite

Education

Devry University - Alpharetta, GA

Bachelors of Science, Game & Simulation Programming, Magna Cum Laude