



Kaleb Eberhart

Technical Designer

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Experience

Spirit Crossing | Tech Designer - *Spry Fox*

02/2025 - 01/2026

- Took ownership of tutorialization system. Expanded functionality & established config standards.
- Scripted logic for new onboarding segments creating moments of awe & improving how features new & existing are taught.
- Scripted Editor Blueprints to speed up setpiece set dressing.
- Owned 2 in-game scenarios [1+ day of arbitrary activities for players]. Assisted with scripting logic for many others.
- Implemented dozens of quests alongside writers. Proposed ideas using existing or newly implemented tech.
- Regularly updated generated docs so non-engineers could better understand config functionality.

Cozy Grove: Camp Spirit | Tech Designer - *Spry Fox*

05/2022 - 02/2025

- Resolved a significant story progression tech debt issue by coding a brand new quest type.
- Worked on world authoring tools to make the world react to story state & achieve ambitious narrative goals.
- Created quest logic templates used by auto-generation tool. Drastically speeding up authoring times.
- Pitched & collaborated on a new power washing feature.
- Incorporated successful seasonal content from previous game & updated to add new activities & rebalance economy.
- Designed hundreds of quests for main game & post launch content spanning over a year of content.
- Acted as a primary knowledge source for new members of the team across all departments using our config system.

Cozy Grove | Designer - *Spry Fox*

10/2020 - 05/2022

- Condensed pacing of mid to late game story progression improving late game retention.
- Implemented 4 seasonal festival DLCs including new resources & in-game activities tying into the main economy.
- Authored over a half-year's worth of content in the base game & 4 DLC updates.

Adjunct Lecturer | Indiana University

08/2022 - 01/2023

- Created curriculum focusing on essential math & Object Oriented Programming patterns.
- Students built an immediately usable, evolving toolset for prototyping a large variety of game genre features.

Personal Projects

- **Vamp Runner** - "Side scrolling" timed action platformer.
- **Crafty Farmer** - 1st person eldritch farming sim prototype.
- **Divination** - 1st person puzzle game revolving around Vudou culture.
- **VINI** - Visual novel prototype to assist those afflicted with aphasia.
- **The Astro Parcel Service** - Ragdoll-physics package delivery in space.
- **The Haunted Path** - 1st person horror walking sim.
- **Rollossus** - Ball rolling adventure game. Student capstone project.

Skills

- Systems Design
- Content Design
- Economy Design
- Unreal/Blueprints
- Unity/C#
- Visual Scripting
- YAML
- C++
- Python
- Kanban
- Scrum
- Agile
- Educator

Education

Indiana University | Bloomington, IN

- Bachelor of Science - Game Design
- K-12 Teaching Certification