Cody Flanagan

Economy, systems & gameplay design

Owenton, Kentucky | Portfolio: durivera.studio | LinkedIn | GitHub

Full Sail student focused on how combat rules, progression and resources shape player choices. My work combines economy analysis, simulation-supported balance decisions and implemented Unreal mechanics, with a firm foundation in C++ and Python and a firm understanding of Unreal Engine.

SKILLS

- Systems & economy design
- Unreal Engine
- Gameplay prototyping
- Git / Perforce revision control
- ClickUp
- Spreadsheet formulas & functions
- Playtesting & bug reporting
- Game design documentation
- UI/UX prototyping
- MATLAB
- Combat balancing
- C++
- Block-mesh level design
- Agile / Scrum
- Figma / FigJam
- KPI & funnel analysis
- Iterative development
- Flowcharts & level planning
- Usability testing
- Probability simulation
- Progression & reward loops
- Python
- IPM pacing & player guidance
- Sprint planning & stand-ups
- Excel / Google Sheets
- Player segmentation
- Build packaging
- Telemetry planning
- State machines & game AI
- Data visualization

SELECTED PROJECTS

Inside Clash Royale's Economy

Independent analysis | August-September 2026

- Examined how reward flows and Gold upgrade costs affect progression and the freedom to experiment, using dated account observations and official sources.
- Proposed a controlled test of recurring free Gold, separating the recommendation from measured player outcomes. Research and presentation assisted by AI.

Fast Taunt Rework

Combat-design case study | Generic simulation module | 2026

- Directed a focused damage adjustment that preserved speed, targeting and taunts while restoring answers from damage specialists.
- The reactivation study moved from 8 wins in 8 oriented DPS duels to 4 in 8; September 8 baseline data confirms the selected result.

Tile-Based Puzzle Game

Individual coursework project | Unreal Engine 5 | March 2026

- Built the Phasing Power-Up, implemented and extended a classmate's Directional Force Tile specification, and integrated them in puzzle levels.
- Used ClickUp plans and successive sprints to build, improve and refine the individual project.

Scraps - Block-Mesh Level

Full Sail coursework | Unreal Engine 5 | April 2026

- Designed a breaker-based arctic facility level with introduction, practice and mastery sequences, supported by a pitch, flow planning and successive block-mesh passes.

EDUCATION

Full Sail University - B.S. Interactive Technology, Game Design concentration; expected August 2027.

Full Sail University - Associate degree completed July 2026.