

# Quentin Cantor

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## About Me

Hi, I'm Quentin! I'm a Technical Game Systems Designer and Gameplay Engineer with AAA MMORPG and Live Service design experience. I specialize in Combat, Progression, Itemization, and Economy Design.

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## Professional Experience

### Senior Systems Designer - Thought Pennies

2024 – 2025

Responsible for game systems and game economy design on an unannounced AAA RPG.

### Game Designer II - Standing Stone Games

2023 – 2024

Responsible for key features and itemization for 10 major updates and 2 expansion packs. Designed and implemented 2 new Archetypes, Acolyte of the Skin and Dark Hunter. Designed and implemented the 8th season of DDO's Hardcore League, featuring a full-game draconic scavenger hunt. Rebalanced every active attack and every weapon in the entire game.

### Game Designer I - Standing Stone Games

2021 – 2023

Responsible for key features and itemization for 9 major updates and 2 expansion packs. Designed and implemented the Archetypes system - a new character-building option for advanced players - as well as the debut set of 3 Archetypes. Designed and implemented a complete and intensive overhaul to DDO's endgame metasystems, featuring 12 all new Epic Destinies and a revamp of all end-game itemization.

### Associate Game Designer - Standing Stone Games

2018 – 2021

Responsible for key features and itemization for 10 major updates and 2 expansion packs. Designed and implemented Alchemist, DDO's 15th playable class. Personally designed and implemented every single in-game item released during this period.

### Game Design Intern - Turbine Inc.

2016 – 2017

Crafted items and helped evolve community interactions for Dungeons and Dragons: Online. Fixed so many bugs the fans sent cookies to the office to say thank you.

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## Education

### Rochester Institute of Technology

2014-2018

Bachelor's of Science in Networking and Systems Administration. Rochester, New York.

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## Skills

### Programming, Engines, and Workflow Organizational Tools

C++, C#, Java, Bash, Python, HTML, Javascript, JSON, REST APIs, Jira, Confluence, Perforce, Git, Unity, Unreal, Worldbuilder, Microsoft Excel

### Game Design Skills

Live service maintenance and updates, combat and non-combat systems design, progression systems, player retention and acquisition, community-focused experiences, itemization and player rewards.