

# Sean “Fletch” Fletcher

Senior/Lead Tabletop Game and TCG Designer and Developer

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## EXPERIENCE

### Freelance Game Designer/Developer

*Clients include Cephalofair, Atomic Dirt, Tempest Workshop*

January 2025 - Present

Everything from developing mid-weight strategy games for a globally-known IP to managing playtests and designing video games

### Senior/Lead Game Designer

*Disney Lorcana TCG, Ravensburger North America*

September 2023 - January 2025

Led game design teams on four sets of core TCG product, plus auxiliary products, collaborating on all aspects of card/set creative direction.

### Senior Game Designer

*USAopoly/The Op Games, Carlsbad, CA*

May 2018 - September 2023

Designed and developed over 20 board games, including original “greenhouse” games and licensed co-branded games.

### Producer, New Game Platforms

*Forrest-Pruzan Creative, Seattle, WA*

July 2010 - April 2018

Designed board game prototypes. Led team of employees & contractors. Designed over 20 games eventually published by partner studios.

### Full-Time and Freelance Graphic Designer and Art Director, Seattle, WA

September 2006 - July 2010

### Contractor, Game Design, Magic: the Gathering Wizards of the Coast, Seattle, WA

Fall - Winter 2006

Contributed and playtested card designs for Shadowmoor expansion.

## EDUCATION

**Rochester Institute of Technology, Rochester, NY**  
*BFA in Graphic Design*

## SKILLS

20 years professional experience in game design, including TCGs & licensed tabletop games

Extensive knowledge of Adobe Creative Suite, Microsoft Office/Teams, and Google Docs/Sheets/Forms

Tabletop game prototyping & fabrication, digital & physical

Playtest management

Community management

30+ years competitive & casual play, Magic: the Gathering and Arena

## PUBLISHED GAMES

Disney Lorcana

Expansions 10, 12, 14, 16

Ravensburger

Disney Sorcerer’s Arena: Epic

Alliances — Core, Expansions 1-5

USAopoly

Award-Winning Co-op

Deckbuilding Engine

USAopoly

Smash Up — Marvel, Disney

USAopoly, AEG

Talisman — Star Wars

USAopoly, Games Workshop

Really Bad Art, Banned Words

Wonder Forge

Magic: the Gathering —

Shadowmoor

Wizards of the Coast

