

Jonathan “Kyle” Hobson

Professional Tabletop Game Master · Community Event Host

I fill tables, welcome new players, and run story-rich games people come back for. My edge is where hospitality meets systems: clear onboarding for nervous first-timers, real choices for veterans, and enough structure that a store night feels alive without turning to chaos.



Phoenix East Valley, AZ · (480) 254-0268 · jonathankylehobson@gmail.com · Discord: GameMasterKyle

15+

YEARS RUNNING TABLES

200+

GAMES RUN

200+

PLAYERS WELCOMED

5+

YEARS ON ONE CAMPAIGN

EXPERIENCE

Professional Game Master & Event Host

GameMasterKyle / Independent · Phoenix East Valley · 15+ years

- Run welcoming tabletop events for mixed-experience groups, blending nervous first-timers and seasoned veterans into one table that plays, laughs, and makes real choices together.
- Led 200+ games for 200+ players across online, in-person, private-party, community, and long-campaign formats, running up to five games a week at peak.
- Sustain a five-year weekly homebrew campaign of 60+ factions and 22 regions, with custom mechanics, player-facing lore, and session-to-session table memory that keeps a core group coming back.
- Design store-ready one-shots with pregenerated characters, clear rules onboarding, and a physical tension mechanic, delivering complete 3-4 hour arcs a store can run with zero prep.

Engage Life Coordinator

Atria Park of Sierra Pointe · 2017-2019

- Ran weekly activity programming and game nights for a 200+ resident senior-living community, teaching total beginners in their 80s and 90s to play and keeping them coming back.
- Coordinated events, transportation support, room setup, and participation flow so residents could join comfortably and return confidently.

WHAT I CAN RUN NEXT WEEK

Formats	learn-to-play nights · beginner one-shots · private parties · long campaigns · senior programs · youth / camp games
Systems	D&D 5e · Pathfinder · Starfinder · Daggerheart · Star Wars RPG · Open Legend · Dread · Stargate SG-1 RPG · Pokémon TTRPG (PTU) · Root: The RPG
Strengths	room reading · event pacing · player safety · improv structure · lore organization · conflict-to-story play

FIND MY WORK

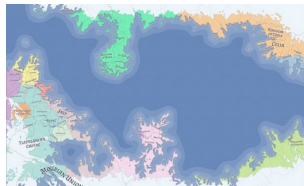
Portfolio	jonathankhobson.github.io/gm
StartPlaying	startplaying.games/gm/gamemasterkyle
YouTube	youtube.com/@GameMasterKyleH
GitHub	github.com/JonathanKHobson



Scan for portfolio

Proof Sheet

A source-backed map of the work behind the resume: prepared events, long-form campaigns, and table-ready visual support.



Peasants to Kings

LONG-FORM CAMPAIGN WORLD

A five-year living fantasy campaign with political factions, regional maps, custom systems, and player-facing lore that keeps returning to the table.

Proves long-form retention, world memory, player investment, complex-but-playable systems.



Peril to Profit

STORE-READY ONE-SHOT / SHORT ARC

Corporate fantasy satire built for fast onboarding: pregens, handouts, vendor material, character hooks, and a Jenga-style pressure mechanic.

Proves event readiness, humor with stakes, beginner-friendly structure, table momentum.

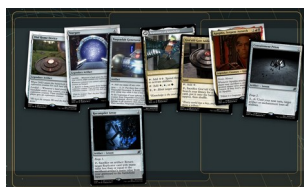


Echoes of Stargate

SCI-FI ROLEPLAYING GAME

A Stargate-themed tabletop roleplaying game with custom lore, episodic mission briefings, maps, tokens, and factions, built for tactical, story-driven sci-fi play.

Proves prepared episodes, sci-fi system fluency, world-building, table-ready missions.



Stargate Card Universe

CUSTOM COLLECTIBLE CARD GAME

A collectible card game in a Stargate-themed universe: four decks, 400 cards, with faction identity, balance work, and tactical depth.

Proves card / game-system design, balance thinking, faction design, table-ready components.

HOW I RUN A TABLE

I play NPCs from the inside out, voicing their wants and fears so the world feels alive, and I build immersive, detailed settings players want to stay in. I love deep mechanics, but I keep them in service of story and roleplay, so the system fuels the drama instead of slowing it down.

HOMEBREW WORLDS & ADAPTATIONS

Adaptations	Borderlands, Assassin's Creed, Super Mario, and original post-apocalyptic settings, all built in D&D from scratch
Originals	a "Supers & Specials" superhero RPG, homebrew Stargate universes, and the five-year Peasants to Kings world
Also run	Prey one-shot, week-long youth-camp campaigns (superhero & Star Wars), and senior-living game nights