

DAVID LEON

Game Designer

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SKILLS

DESIGN

Mission design
Encounter design
Rapid prototyping
Tutorial design
Playtesting
Level design
UX design
User research

LANGUAGES

Unreal Blueprints
C#
Bolt
Playmaker FSM
Zilch (DigiPen proprietary)

SOFTWARE EXPERIENCE

Unreal
Unity
Affinity Designer
Visual Studio
InDesign
Tableau
Adobe Premiere
After Effects
Perforce

TOOLS

Slack
Jira
Trello
Miro

OTHER

Experience in a custom engine
Fast-paced media production
Experience collaborating in small teams

EDUCATION

DigiPen Institute of Technology

B.A. in Game Design
Graduated 2018

WORK EXPERIENCE

Run Games

Aug. 2022 - Jun. 2023
Seattle, WA

Game Designer - Unannounced

Aug. '22 - Jun. '23

- Pitched level flow and world building concepts for quests
- Implemented world-building vignettes via sequencers
- Iterated on existing encounters to bring them up to high quality
- Scripted level flow via Blueprints
- Developed a more consistent internal playtest process
- Collaborated with an AI engineer to refine boss fights and vignettes
- Worked alongside designers and artists to improve level layouts

Camouflaj

Oct. 2018 - Feb. 2022
Bellevue, WA

Game Designer - Batman: Arkham Shadow

May. '20 - Feb. '22

- Managed a team to implement in-game analytics
- Prototyped various gameplay mechanics and puzzles
- Provided feedback to help build a modular level design system
- Developed dungeon narrative and gameplay concepts
- Presented competitive research from games to inform decisions

Game Designer - Iron Man VR

Sep. '18 - May '20

- Designed tutorials to help introduce mechanics unique to VR
- Created flight courses to ensure flight practice before missions
- Sourced feedback from developers and testers to improve missions
- Designed encounters and pacing of a mid-game mission
- Contributed to the development of the playtest process
- Wrote playtest feedback surveys for collecting qualitative data
- Provided feedback for other designer's missions

DigiPen

Mar. 2015 - Oct. 2018
Redmond, WA

Production Assistant

Mar. '15 - Oct. '18

- Edited videos of student work as promotional material
- Developed staff tutorial videos
- Reorganized video assets for greater ease of access
- Assembled documentation for accreditation reviews
- Assisted copywriters by storing content in an accessible format for reuse in future projects

Fox Sports 1

Mar. 2009 - Jul. 2014
May 2015 - Aug. 2015
West Los Angeles, CA

Production Associate

- Edited audio and video footage for live and pre-taped shows
- Oversaw rundown progress and coordinated delivery of tapes
- Wrote, developed and edited features, teasers, and montages
- Assisted videographers and talent with interviews

STUDENT PROJECTS

Cures & Curios

15 members
Academic Project
Crafting-based Vive
experience set in an
alternative Old West

Game Designer & Playtesting Lead

Jul. '16 - May '18

- Designed crafting system to correspond to mental models
- Prototyped potion crafting system based on customer requests
- Visualized playtest data via Sheets and Tableau
- Prototyped tutorials based on common user errors
- Implemented analytics tracking to identify user issues
- Planned playtesting and demo sessions