

William Garner Newton

Game Designer

PROFESSIONAL EXPERIENCE

High Moon Studios, Carlsbad, CA

Nov 2022 — Present

Sr. Associate Level Designer

- Assisted in creating designs and documentation from pre-production to ship on multiple projects.
- Participated in weekly playtest sessions and gathered and gave constructive feedback for the next iteration cycle.
- Collaborated with a variety of departments such as Art, Lighting, Narrative, and more.
- Managed tasks in Jira and source control with Perforce.

Sony Immersive Music Studios, Culver City, CA

Jun 2022 — Aug 2022

Game Designer, Summer Associate

- Collaborated in a remote setting with 5 other interns to pitch, design, and document an Unreal Engine 4/5 project as an extension to the studio's current focus.
- Greyboxed and iterated on three immersive environments following a narrative structure in two weeklong sprints.
- Designed engaging player systems and activities throughout with blueprints.

Purdue University, West Lafayette, IN

Jan 2021 — Nov 2021

Game Programmer

- Planned, prototyped, and implemented an algorithm game mode that changes difficulty based on player skill in Unity with C#.
- Communicated and coordinated to effectively create multiple project variations tailored to different research needs.

PROJECTS

Call of Duty: Black Ops 6 (FPS)

2024

Campaign - Mission: Blood Feud

- Responsible for about a third of the level design from prototyping to the final polish and launch.
- Designed and scripted encounter logic.
- Rapidly iterated on feedback as project direction evolved.

Call of Duty: Modern Warfare III (FPS/Open World Zombies)

2023

Modern Warfare Zombies (MWZ)

- Developed, populated, and iterated on contracts and activities across a large open world map.
- Composed documentation and prototyped new designs for the mode.

SpookShot (Spooky 3D Collectable Platformer)

2022

Unreal Engine 4

- Senior capstone project with eight other students to develop a third person 3D collectable platformer with sandbox like levels and objectives.
- Created and iterated on platforming-based levels with multiple objectives such as platforming, time-trial, collectables, and more in Unreal Engine.
- Designed modular game systems with easy implementation into levels.

EDUCATION

Purdue University, West Lafayette, IN

Aug 2018 — May 2022

- Bachelor of Science in Game Design & Development.

GPA 3.91

- Minors in Computer Science and Computer Information Technology.

- Dean's list.

All Semesters

 newtonwz@outlook.com

 (214) 901-4858

 [linkedin.com/in/newtonw](https://www.linkedin.com/in/newtonw)

 newtonw.com

TECHNICAL SKILLS

Unreal Engine 4

Radiant

Unity

Android Studio

Adobe Photoshop

Adobe Illustrator

Adobe Premiere Pro

Office Suite

Jira

Programming Languages:

- Java
- GSC
- C, C#
- Lua
- SQL
- UE4 Blueprints

SKILLS

Level Design

Technical Design

Scripting

Prototyping

Documentation

Team Motivation

Collaboration

Problem Solving

Time Management

OTHER

ACHIEVEMENTS

Eagle Scout

Boy Scouts of America

Database Administration Fundamentals

Microsoft Technology Associate