William Garner Newton Game Designer

PROFESSIONAL EXPERIENCE

High Moon Studios, Carlsbad, CA 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 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) 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) 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) **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

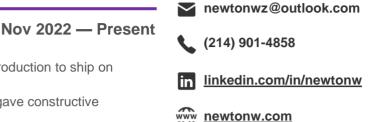
Purdue University, West Lafayette, IN

- Bachelor of Science in Game Design & Development.
- Minors in Computer Science and Computer Information Technology.
- Dean's list.

Aug 2018 — May 2022

Jan 2021 — Nov 2021

GPA 3.91



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

2024

2023

2022

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

All Semesters