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.
- Worked largely on level design, encounter design, and scripting work to develop unique and engaging gameplay scenarios.
- Participated in weekly playtest sessions and gathered and gave constructive feedback for the next iteration cycle.
- Collaborated with various 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.
- White boxed 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#.

SHIPPED PROJECTS

Call of Duty: Black Ops 7 (FPS)　　　　　　　　2025
Co-Op Campaign – World & Story Missions

- Concepting level flow and mechanics along with level and encounter design from prototyping to the final polish and launch.
- Hopped between multiple missions and balanced managing different sections on rapid iteration cycles throughout development.

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 as players navigated the level.
- 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.

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

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TECHNICAL SKILLS

Unreal Engine

Radiant

Unity

Android Studio

Adobe Photoshop

Adobe Illustrator

Adobe Premiere Pro

Visual Studio Code

Jira

Programming Languages:
- **Java**
- **GSC**
- **C, C#**
- **Lua**
- **SQL**
- **UE Blueprints**

SKILLS

Level Design

Technical Design

Encounter Design

Scripting

Prototyping

Team Motivation

Collaboration

Problem Solving

Time Management

OTHER ACHIEVEMENTS

Eagle Scout
Boy Scouts of America

Database Administration Fundamentals
Microsoft Technology Associate