

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 five 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.
- Handled multiple campaign missions and different sections on rapid iteration cycles throughout development.

Call of Duty: Black Ops 6 (FPS)

2024

Campaign - Mission: Blood Feud

- Responsible for roughly a third of the level and encounter 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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 newtonw.com

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