

Jason Leary, Game Designer

SKILLS

- Game Design
- Game Systems, Progression, and Mechanics
- Single & Multiplayer Level Design
- Game Engines: Unreal 4 & 5; Unity; CryENGINE 3; Creation Kit
- Visual Scripting (Blueprint, Kismet, and Flow Graph)
- Scripting (C#, Unreal Script, Papyrus, and Lua)
- Level Construction and Whitebox Creation with BSP/Solids
- Enemy Encounter Design
- Level Decoration
- Team Leadership
- Mentorship
- Product Owner
- Microsoft Office (Word, Powerpoint, Excel, and Outlook)
- Screenwriter and Novelist

WORK EXPERIENCE

(REFERENCES AVAILABLE
UPON REQUEST)

LEVEL DESIGNER, ROUND TOAST STUDIOS

October 2022 – Present

- Own single and cooperative multiplayer level design from initial ideation through implementation, iteration, and release
- Script unique gameplay and narrative events
- Construct, iterate, and decorate levels
- Design fun and unique combat encounters
- Design new gameplay and progression mechanics

LEAD GAME DESIGNER/PRODUCT OWNER, PEOPLEFUN

November 2020 – October 2022

- Design major features for multiple live games
- Create and maintain roadmaps on two live games
- Lead two talented teams and oversee the development
- Work with team leads and production to establish feature prioritization and release timelines
- Lead a team through the transition from preproduction into a live soft launch

GAME DESIGNER, BALANCED MEDIA TECHNOLOGY

January 2016 – November 2020

- Design missions
- Design levels that support fun single player and cooperative multiplayer gameplay
- Own the level designs from initial idea through construction, implementation, and release
- Design and implement fun and interesting enemy encounters
- Design and script required gameplay for all game projects
- Lead and work with a creative team to meet the data science and community goals of the company while creating fun and compelling gameplay

GAME EXPERIENCE

MORTAL RITE, ROUND TOAST STUDIOS, UNREAL ENGINE 5

October 2022 – Present

Level Designer

- Level Design
 - Own level designs
 - Design levels supporting fun gameplay for single and co-operative multiplayer
 - Design levels with multiple paths chosen at runtime
 - Level Design (blockout, construction, enemy placement, and decoration)
- Scripting
 - Prototype, script, and iterate new gameplay mechanics (including level traps, destructibles, and mission objectives)
 - Scripted in-level sequences to push players forward, guide them through the level, round out the narrative, and provide exciting WOW moments during gameplay

Early Access is launching on Steam very soon.

THE 8 CELL, BALANCED MEDIA | TECHNOLOGY, UNREAL ENGINE 4

January 2016 – September 2017

Game Designer

- Game Design
 - Overall game design
 - Game progression & unlocks
 - Story & dialogue writing
 - Level Design (blockout, construction, enemy placement)

- Scripting
 - Scripted all mechanics in the demo
 - Enemy & Friendly A.I.
 - Scripted all cinematics

Spent 3 months on the original demo then moved with the team to work on the Vertical Slice.

Wiley Wizard, BALANCED MEDIA | TECHNOLOGY, UNREAL ENGINE 4

June – September 2017

Game Designer

- Game Design
 - Overall game design
 - Power up design
 - Game progression & unlocks
- Scripting
 - Power up implementation & selection
 - Tutorial and game progression
 - Enemy A.I.
- Cinematics

Rocks & Runes, BALANCED MEDIA | TECHNOLOGY, UNITY

September – November 2019

Game Designer

- Game Design
 - Overall game design
 - Power up design
 - Game progression & unlocks
- Scripting
 - Power up implementation & selection
 - Tutorial and game progression

SOFT LAUNCH TITLE, PEOPLEFUN, UNITY

January – May 2022

Product Owner

- Production
 - Sync with stakeholders to create and maintain the roadmap
 - Work with PM to set KPI goals for soft launch
 - Update stakeholders on current progress and future product plans

- Establish processes and oversee transition from pre-production to soft launch and support for a live game
- Work with stakeholders to implement a strong soft launch strategy
- Establish processes for quickly responding to data and releasing new updates
- Work with leads to establish time estimates and deadlines
- Work with creative team on ads to improve CPI
- Final sign off on all releases before going live
- Design
 - Evaluate, provide feedback, and approve designs for new features, mechanics, and levels
 - Work with the lead designer on changes to improve KPI's

WORDSCAPES SEARCH, PEOPLEFUN, UNITY

March 2021 – January 2022

Product Owner

- Production
 - Sync with stakeholders to create and maintain the roadmap
 - Work with PM to set KPI goals for proposed features
 - Update stakeholders on current progress and future product plans
 - Work with leads to establish time estimates and deadlines
 - Final sign off on all releases before going live
- Lead Game Designer
 - Design of all major features
 - Creation of documentation
 - Creation of UI/UX wireframes
 - Design AB Tests to evaluate the success of new gameplay features

EDUCATION

THE GUILDHALL AT SMU, PLANO, TX

December 2015

Masters of Interactive Technology, Digital Game Development,
Specialization in Level Design

DALLAS BAPTIST UNIVERSITY, DALLAS, TX

December 2013

Bachelor of Arts and Science, Communications and Business Admin.

REFERENCES AVAILABLE UPON REQUEST