

JASON LEARY, GAME DESIGNER

SKILLS

- Game design
- Product Owner
- Team leadership
- Game Systems, Progression, and Mechanics
- Single & Multiplayer level design
- Game Engines: Unreal Engine 4 & 5; Unity; CryENGINE 3; Creation Kit
- Scripting (C#, Unreal Script, Papyrus, and Lua)
- Visual scripting (Blueprint, Kismet, and Flow Graph)
- Level construction and whitebox creation with BSP/Solids
- In-game model and texture creation (3DS Max 2014 and Photoshop CS6)
- Microsoft Office (Word, Powerpoint, Excel, and Outlook)
- Screenwriter and novelist

WORK EXPERIENCE

LEAD GAME DESIGNER/PRODUCT OWNER, PEOPLEFUN

November 2020 – October 2022

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

GAME DESIGNER, BALANCED MEDIA TECHNOLOGY

January 2016 – November 2020

- Design games that balance the goals of the company and data science with fun
- Create game designs that facilitate the solving of big data science problems through gameplay
- 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

WORDSCAPES

May 2022 – September 2022

Game Designer

- Game Design
 - Design of new features
 - Work with product management, product owners, and lead designer to establish and accomplish feature goals
 - Creation of design documentation
 - Creation of UI/UX wireframes

SOFT LAUNCH TITLE

January 2022 – May 2022

Product Owner

- Production
 - Sync with stakeholders to create and maintain the roadmap
 - Work with Product Management to set KPI goals for soft launch
 - Update stakeholders on current progress and future product plans
 - Establish processes and oversaw 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 a new update
 - Work with leads to establish time estimates and deadlines
 - Work with creative team on ads to improve CPI
 - Final sign off 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

March 2021 – January 2022

Product Owner

- Production
 - Sync with stakeholders to create and maintain the roadmap
 - Work with Product Management to set KPI goals for proposed features
 - Update stakeholders on current progress and future product plans
 - Work with team leads to establish time estimates, deadlines, and scheduling of future releases
 - Final sign off on all releases before going live

November 2020 – January 2022

Lead Game Designer

- Game Design
 - Design of all major features
 - Creation of documentation
 - Creation of UI/UX wireframes
 - Design AB Tests to evaluate success of new features or app changes

UNANNOUNCED AAA MULTIPLAYER FPS PROTOTYPE, BALANCED MEDIA | TECHNOLOGY, UNREAL 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 and then moved with a team to start working on a Vertical Slice.

EYE IN THE SKY: DEFENDER, BALANCED MEDIA | TECHNOLOGY, UNREAL 4

September – December , 2017

Game Designer

- Game Design
 - Overall game design
 - Power up design
 - Game progression & unlocks
- Scripting
 - Power up implementation & selection
 - Tutorial and game progression
 - Base defenses scripting
 - World map scripting

WILEY WIZARD, BALANCED MEDIA | TECHNOLOGY, UNREAL 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
 - Badges unlocks

EDUCATION

THE GUILDHALL AT SOUTHERN METHODIST UNIVERSITY, 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 Administration
