

# DAVID MAHONEY

~~BAD!!!~~  
ACCURATE, BUT  
TOO MUCH

VERSATILE  
BETTER

GAME DESIGNER

MORE INFO...

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## YA GOTTA START SOMEWHERE...

Sometimes, you start more than once! Good game design is iterative. An idea on the trip to work becomes Version 2 at the water cooler, v3 at your desk, and v4 on the way to the meeting, where it'll evolve further still. And that's just Day One!

A big reason game design excites me is because of that iterative process: knowing that, with a bit of refinement and a healthy dose of teamwork, our awesome daydreams are on their way to becoming tangible, perhaps life-changing experiences.

My career, much like the iterative process, proves that *success isn't always a straight line*. To my great joy and satisfaction, my industry work has delved into both the narrative and the technical — often at the same time! As a result, I've become a well-rounded Game Designer, capable of bringing all kinds of daydreams to life.

~~MAD SKILLZ~~

EXPERTISE

### Design

- Narrative design
- Systems design
- Story development
- Documentation

### Technical

- Prototyping
- Scripting
- Unreal, Unity, Maya, Adobe CC, proprietary engines

### Core

- Problem-solving
- Task management
- Timeliness
- Communication

EXPERIENCE

## Technical Narrative Designer

Unannounced VR game projects

READY AT DAWN

Irvine, CA  
2021 - 2024

- Designed and prototyped narrative systems, always striving to push the boundaries of VR entertainment — e.g., by exploring new techniques for more realistic character interactions.
- Collaborated with Audio and Engineering teams to plan complex narrative-related systems — e.g., the entire dialogue pipeline, from writing to voice-recording.
- Developed high-level narrative details and structure alongside studio leadership, helping steer the direction of each project.

## Assoc. Technical Narrative Designer\*

**Lone Echo II**

→ AWARD-WINNING



READY AT DAWN

Irvine, CA  
2018 - 2021

- Designed and implemented dialogue-based choices and interactions for my assigned missions; for the open hub area between missions; and for the side missions players might optionally find throughout the hub.
- Wrote and implemented cinematic dialogue for my assigned missions and areas, iterating based on feedback from the Senior Writer.
- Paired up with Level Designers to develop engaging and memorable gameplay scenarios, maps, and missions.
- Developed the story at multiple levels, from player tool names and environmental storytelling to world setting and character arcs.

## QA Tester (Contract)

**Spyro Reignited Trilogy**



Novato, CA  
2018

- Performed rigorous testing of a large compilation game in a team-oriented environment.
- Trained new hires in proper bug-writing practices.

## Technical Designer

**Unannounced R&D project**



telltalegames

San Rafael, CA  
2017

- Designed and scripted gameplay scenarios in a proprietary game engine.
- Wrote and implemented first-draft dialogue and narration.
- Partnered with Engineering to refine our novel tools.
- Contributed to high-level game design during pre-production.

## Creative Development Assistant

**Batman, Game of Thrones, & more**



telltalegames

San Rafael, CA  
2015 - 2017

ALSO... QA TESTER/LEAD  
(13-15)

- Designed narrative gameplay for Marvel's *Guardians of the Galaxy*.
- Designed and prototyped narrative and action mechanics to continue pushing the boundaries of interactive narrative.
- Collaborated with studio leadership to design a choice-tracking system for our franchises' increasingly complex story branching.
- Programmed tools to assist in common tasks — e.g., subtitle passes, and VO file management.

## ~~PROOF OF AWESOMENESS~~ ACHIEVEMENTS

The D.I.C.E. Awards

**Immersive Reality  
Game of the Year**

**Winner: Lone Echo II (2022)**

The Webby Awards

**Best Narrative  
Experience**

**Nominee: Lone Echo II (2022)**

FOR RESUME VERSION 2: MENTION  
B.S. IN GAME DESIGN SOMEWHERE!



CHAMPLAIN COLLEGE, 2013  
-MAGNA CUM LAUDE-