David Mahoney

GAME DEV PROFESSIONAL

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SUMMARY

Passionate about empowering people to have awesome experiences. Creative problem-solver with keen attention to detail. Lifelong learner, driven toward continuous improvement.

SKILLS

CORE COMPETENCIES

- Problem-solving
- Presentations
- Task management
- Timeliness
- Communication

GAME DEVELOPMENT

- Narrative design
- Mission design
- Systems design
- Documentation
- Prototyping
- Scripting (visual & text-based)
- Unreal, Unity, Maya, Adobe CC, proprietary engines

EXPERIENCE

TECHNICAL NARRATIVE DESIGNER   READY AT DAWN   IRVINE, CA
Unannounced VR Projects   2021 – 2024

- Designed and prototyped narrative and related systems, always striving to push the boundaries of VR entertainment.
- Developed high-level narrative details and game structure alongside studio leadership, helping steer the direction of each project.
- Led a redesign of the entire dialogue pipeline, from writing to voice-recording.

ASSOC. TECH. NARRATIVE DESIGNER

READY AT DAWN — IRVINE, CA

Lone Echo II

2018 – 2021

- Paired up with Level Designers to develop engaging and memorable gameplay maps, missions, and scenarios.
- Designed and implemented dialogue choices, POIs, and other interactions for my assigned missions; for the open hub area between missions; and for the side missions that 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.
- Developed the story at multiple levels, from player tool names and environmental storytelling to world setting and character arcs.

QA TESTER (CONTRACT)

TOYS FOR BOB — NOVATO, CA

Spyro Reignited Trilogy

2018

- Performed rigorous testing of a large compilation game in a team-oriented environment.
- Led the training of new hires in proper bug writing and game critiquing.

TECHNICAL DESIGNER

telltale games — SAN RAFAEL, CA

Unannounced R&D Project

2017

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

CREATIVE DEVELOPMENT ASST.

telltale games — SAN RAFAEL, CA

Batman, *Game of Thrones*, and more

2015 – 2017

- 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 fellow CDAs with common tasks.

QA TESTER/LEAD
The Wolf Among Us, *The Walking Dead*

telltalegames

SAN RAFAEL, CA

2013 – 2015

- Designed structured test plans to gather analytical and qualitative feedback within an ambitious episodic release cadence.
- Ran a workshop to raise the quality of our department's bug and feedback reporting.

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)

EDUCATION

B.S. IN GAME DESIGN
Champlain College, Burlington, VT

MAGNA CUM LAUDE