

DAVID MAHONEY

~~BADASS~~
ACCURATE, BUT
TOO MUCH

VERSATILE
STILL COOL

GAME DESIGNER

MORE INFO...

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YA GOTTA START SOMEWHERE...

Sometimes, you have to start more than once... Good game design is iterative. An idea on the drive 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 believe I've become a well-rounded Game Designer, capable of bringing all kinds of daydreams to life.

~~AAA SKILLZ!~~

EXPERTISE

Core

- Problem-solving
- Task management
- Timeliness
- Communication

Design

- Systems design
- Narrative design
- Story development
- Documentation

Technical

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

EXPERIENCE

Narrative Designer
Unannounced VR game projects

 READY AT DAWN

Irvine, CA
2021 - 2024

- Developed high-level narrative details and structure alongside studio leadership, helping steer the direction of each project.
- 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.

**Assoc. Technical
Narrative Designer***
Lone Echo II

→ **AWARD-WINNING**



Irvine, CA
2018 - 2021

- Developed the story at multiple levels, from player tool names and environmental storytelling to world setting and character arcs.
- Paired up with Level Designers to develop engaging and memorable gameplay scenarios, maps, and missions.
- 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.

Technical Designer
Unannounced R&D project



San Rafael, CA
2017

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

**Creative Development
Assistant**

Batman, Game of Thrones, & more



San Rafael, CA
2015 - 2017

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

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

PROVE OF AWESAMENESS ACHIEVEMENTS

The D.I.C.E. Awards
2022

Winner
Lone Echo II

**Immersive Reality
Game of the Year**

The Webby Awards
2022

Nominee
Lone Echo II

**Best Narrative
Experience**

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

***CHAMPLAIN COLLEGE
2013, MAGNA CUM LAUDE***