DAVID MAHONEY

~~BADA$$~~
ACCURATE, BUT TOO MUCH

(VERSATILE)
BETTER

NARRATIVE DESIGNER

MORE INFO...

1davidmahoney@gmail.com
linkedin.com/in/david-mahoney
1davidmahoney.github.io

YA GOTTA START SOMEWHERE...

Good game design takes *iteration*. An idea at breakfast becomes Version 2 at your desk, v3 during an unrelated meeting, and v4 over lunch. And that's just Day One!

A big reason game design excites me is because of that iterative process—knowing that each day's work is leading to something bigger than we had the previous day, and seeing it grow bigger than anything any of us could've done alone.

My career, much like the iterative process, proves that *success isn't always a straight line*. Each bend in the line veers into new lessons, which continue to guide me as my career curves into ever more interesting spaces...

~~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

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

TOYS FOR BOB

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

telltale games

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

telltale games

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-*