David Mahoney

QUEST DESIGNER

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

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

- Quest design
- Narrative design
- Story development
- Documentation
- Prototyping

- Scripting (visual & text-based)
- Unreal, Unity, Maya, Adobe CC, proprietary engines

EXPERIENCE

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

Unannounced VR Projects

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

ASSOC. TECH. NARRATIVE DESIGNER
Lone Echo II

READY AT DAWN

IRVINE, CA
2018 – 2021

- 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.
- Paired up with Level Designers to develop engaging and memorable gameplay maps, missions, and scenarios.
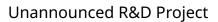
QA TESTER (CONTRACT)
Spyro Reignited Trilogy

TOYS FOR BOB

NOVATO, CA
2018

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

TECHNICAL DESIGNER
Unannounced R&D Project

telltalegames

SAN RAFAEL, CA
2017

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

CREATIVE DEVELOPMENT ASST.
Batman, *Game of Thrones*, and more

telltalegames

SAN RAFAEL, CA
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

- 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