DAUID MAHONEY



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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.



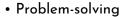
Design

- Systems design
- Narrative design
- Story development
- Documentation

Technical

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

Core



- Task management
- Timeliness
- Communication

ERIENCE

Narrative Designer

Unannounced VR game projects



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



Irvine, CA 2018 - 2021

Lone Echo II

- 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



San Rafael, CA 2015 - 2017

Batman Game of Thrones & more

ALSO... GA TESTER/LEAD

- 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.

PROSE SE AWESCIMENESS

ACHIEVEMENTS

The D.I.C.E. Awards

Winner Lone Echo II The Webby Awards

Nominee Lone Echo II

Immersive Reality Game of the Year

Best Narrative Experience

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

