

# GARRY MCGEE

Game Developer & Designer

## CORE COMPETENCIES

GAME DESIGN	TECHNICAL DESIGN
LEVEL DESIGN	GAME SCRIPTING
SYSTEM DESIGN	TOOLS SCRIPTING
COMBAT DESIGN	3D MODELING

## SKILLS / CAPABILITIES

### PROGRAMMING LANGUAGES

C#  
C++  
PYTHON  
BLUEPRINT  
GDSCRIPT  
JAVASCRIPT

### SOFTWARE

UNITY  
UNREAL  
GODOT  
VISUAL STUDIO  
PHOTOSHOP  
PREMIERE PRO  
MAYA  
BLENDER

### TOOLS

JIRA  
CONFLUENCE  
PERFORCE  
GIT

## EDUCATION / ACHIEVEMENTS

2014 - 2019 ● **B.F.A. GAME DEVELOPMENT**  
at Academy of Art University, San Francisco

2018 - 2019 ● **UNDERGRAD. STUDENT REP.**  
at Academy of Art University, San Francisco

2018 - 2019 ● **SPRING SHOW EXHIBITOR**  
at Academy of Art University, San Francisco  
GAME PROTOTYPE - 2ND PLACE  
MOBILE GAME - 2ND PLACE

## CONTACT



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## WORK EXPERIENCE

JUN 2025 - NOW	● <b>SENIOR GAME DESIGNER</b> Fun Dog Studios  Took ownership of <b>AI Behaviour</b> and <b>Combat Systems</b> , expanding their design, tuning, and functionality. Built proof-of-concept prototypes and gameplay mechanics in <b>Unreal Blueprints</b> and <b>C++</b> . Collaborated across design disciplines to shape systemic encounters and gameplay features, ensuring alignment with player experience goals.
APR 2024 - MAR 2025	● <b>LEVEL DESIGNER</b> NetEase Games  Designed multiplayer maps and mechanics inspired by the <b>Marvel IP</b> . Built and implemented <b>Developer Tools</b> to streamline the level creation process and improve workflow efficiency across the team. Blended creative level design with technical scripting to support both internal tools and gameplay systems across multiple maps.
JAN 2023 - APR 2024	● <b>LEVEL DESIGNER</b> 31st Union  Crafted gameplay spaces for an <b>Open-World Multiplayer Action Game</b> , focusing on exploration, combat, and world events. Collaborated closely with narrative to reinforce worldbuilding.
MAR 2021 - JAN 2023	● <b>ASSOCIATE LEVEL DESIGNER</b> Ubisoft  Pitched and built <b>Multiplayer Levels</b> inspired by <b>Ubisoft IPs</b> . Scripted for game-modes and mechanics. Maintained quality documentation and bug-fixing across development.
JUN 2019 - MAR 2021	● <b>ASSOCIATE LEVEL DESIGNER</b> Sledgehammer Games  Developed <b>Campaign Levels</b> for <b>Call of Duty</b> . Focused on design layouts, combat pacing, and engaging moment-to-moment gameplay. Scripted and designed level events and encounters, as well as collaborating on new gameplay mechanics.

## PROJECTS

DEC 2024	● <b>MARVEL RIVALS</b> LEVEL DESIGN, SCRIPTING, TOOLS, UNREAL ENGINE  A high-octane hero shooter where players dive into intense, team-based battles featuring Marvel's legendary characters.
SEP 2024	● <b>THE FOREVER WINTER</b> GAME DESIGN, SCRIPTING, AI SYSTEMS, UNREAL ENGINE  A tactical shooter where players work alone or together to scavenge among colossal war machines in an endless conflict.
MAY 2024	● <b>XDEFIANT</b> LEVEL DESIGN, SCRIPTING, SNOWDROP ENGINE  A fast-paced arena shooter with a tactical edge, featuring factions across multiple Ubisoft games with their own abilities.
NOV 2021	● <b>CALL OF DUTY: VANGUARD</b> LEVEL DESIGN, SCRIPTING, RADIANT, IW 8.0 ENGINE  A World War II experience that spans multiple fronts across the Pacific, North Africa, Eastern and Western theaters of conflict.
NOV 2020	● <b>CALL OF DUTY: BLACK OPS COLD WAR</b> LEVEL DESIGN, SCRIPTING, RADIANT, IW ENGINE  The sixth installment in the Black Ops series, set in the shadowy world of espionage during 1980s covert conflicts.