Finn Donegan

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Skills

General

Efficient Communicator, Detail Oriented, Strong Collaborator, Jsonte, Regolith, Proficient in Blockbench, Microsoft Office and Teams, Notion, Slack, Miro, Photoshop, Visual Studio Code, and the Google Suite.

Role Specific

Extensive knowledge of Minecraft, Worked with large brands, Mechanic design, Quest & objective design, Boss design & development, Typescript, Java, Python, Modelling & animation, Live service and Multiplayer experience.

Experience

Syclone Studios | Remote
Lead Level & Gameplay Designer, Senior Developer | 05/2024 - Present

- Lead developer of the Tron Add-on, pushing the limits of Minecraft to bring dynamic non-destructive virtual GRID environments to life along with larger-than-life bosses and vehicles.
- Developed several integral systems for the JWA Minecraft Add-on with a focus on behavior and entity spawning.
- Internally developed an unreleased VFX Add-on focused bringing dynamic fantasy FX to Minecraft.
- Lead level designer & boss developer for the Transformers marketplace experience. Created 9 levels with accompanying combat encounters balancing player skill expression with narrative progression. Designed and implemented 4 bosses with a focus on dynamic combat while ensuring brand accuracy.

Melonbp | Remote
Lead Project Designer | 05/2023 - 05/2024

- Designed and produced 4 published marketplace projects, with several still in development when I left.
- Facilitated interdisciplinary communication to ensure blocking issues were resolved quickly and efficiently.
- Used Notion to create detailed project designs, split by discipline so individual tasks could be assigned.
- Engaged with our production pipeline at every junction, ensuring collaboration, quality, and vision follow through.

Honeyfrost | Remote
Contract Designer | 2 Projects | 2023

- Designed a user-friendly lobby, cosmetic, and multiplayer-integrated leaderboard system for an unreleased parkour map.
- Contributed to a large-scale java modpack recreation project design document. Design included several bosses, procedurally generated structures, questlines, custom item sets, NPC's, and cutscenes.

Ziax Ltd (Cubecraft) | Remote
Behavior Designer & Developer | 08/2021 - 07/2022

- Designed and developed 5 of 7 mythical-themed bosses for a large project. Work included a behavior framework for state-based multi-staged boss entities, unique boss attacks, and integrated particles.
- Worked closely with artists and builders to ensure quality implementation of features across multiple projects.

Feed The Beast Ltd | Remote
Function, Behavior Designer & Developer | 02/2020 - 06/2021

- Designed and implemented mechanics and functions for Egghunt RTX by FTB for NVIDIA. Features worked on include multiple minigames, puzzles, and general world mechanics.
- Designed and implemented minigames and world mechanics for Dome Disaster by FTB.

MCKids Academy | Vancouver, Canada
Camp Counsellor, Server Administrator, Content Creator | 06/2018 - 08/2021

- Maintained and updated a rotating slate of private servers.
- Designed and implemented events, minigames, and custom mechanics catered to the given demographic of each server.

Charity Work

Love Tropics | Remote Volunteer
Organiser, Minigame Designer, Developer, Builder | 2017 - Present

- Designed and implemented several minigames aimed at large player counts (30+). Some were developed with functions by myself, and others using our proprietary data-driven mod-based minigame engine.
- Designed 'care' and 'sabotage' packages, purchasable by viewers live, via donations, to ensure impact to gameplay was fun and exciting, and drove further donations.
- Instrumental in the success of the 48 hour live event, with the total amount raised currently standing at $320,000 USD
- Managed the 6+ person minigame build team for the past three years.

References

Letter of Recommendation from Melonbp

- Available to view here
- Contact not listed on letter, they can be contacted directly, through discord, @melonbp

Letter of Recommendation from Giggle Block Studios

- Available to view here
- My work experience at Giggle Block was short, and therefore not included.