

# FINN DONEGAN

Game Designer, Developer

## DETAILS

### ADDRESS

Vancouver  
Canada

### PHONE

(604) 809-7976

### EMAIL

fxdonegan@gmail.com

## LINKS

[Portfolio](#)

[Twitter](#)

## SKILLS

- Bedrock Entity Development
- Bedrock Function Development
- Bedrock Particle Development
- Level Design
- Minigame Design
- Story Writing
- Quality Assurance
- Project Management
- Design Document Creation
- Communication

## PROFILE

- Passionate designer and developer with over 4 years of professional experience in and around the Minecraft marketplace and community.
- History with some of the largest organizations within the Minecraft community in design, development, and consultancy roles.
- Experience working on projects for large brands.
- Designed content which has helped raise hundreds-of-thousands of dollars for charity.

## EMPLOYMENT HISTORY

### Camp Counsellor, Server Administrator, Content Designer, MCKids Academy

Vancouver

Jul 2018 — Aug 2021

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

### Function and Behavior Designer, Developer, Feed The Beast Ltd

Remote

Feb 2020 — Jun 2021

- Developed mechanics and functions for Egghunt RTX by FTB for NVIDIA.
- Designed and implemented minigames and world mechanics for Dome Disaster by FTB.

### Behavior Designer, Developer, Cubecraft - Ziax Ltd

Remote

Aug 2021 — Jul 2022

- Designed and developed behaviors for Ghastly Vampires by Cubecraft.
- Worked internally to develop a robust framework for state-based multi-staged boss entities.
- Developed a slate of particles for use across multiple projects.
- Provided quality assurance on multiple projects.

## LANGUAGES

---

English

---

---

## CHARITY WORK

---

### Event Organiser, Minigame Designer, Love Tropics

Remote

Jul 2017 — Present

- Love Tropics is a yearly charity livestream event which has raised over 200,000\$ for various charity organizations.