

David Shaver

Lead Level Designer

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Experienced designer and leader with two decades of exceptional achievement in crafting critically acclaimed games spanning AAA console, PC, and theme park experiences.

SKILLS

Game & Level Design

- Level design & blockout, combat encounter design, pacing, cinematic event scripting, etc.
- Game system design, implementation, and balancing
- Intuitive UI/UX design
- Visually focused and concise design documentation
- Dialogue and copywriting
- Playtest conducting and iteration

Level Editors

- Unreal, Unity, Radiant, multiple proprietary editors

Programming

- C#, Python, Lua, Unreal Blueprints, other legacy languages

Leadership

- Vision holder who provides clear direction and guidance to achieve a shared vision.
- Resourceful and adaptive problem solving.
- Strategic process, pipeline, scheduling, and roadmap development.
- Talent recruiting, hiring, and team building.
- Focus on great team collaboration and fulfillment.
- Mentorship and management of designers to grow their skills and careers.

Software

- Maya, Adobe Photoshop
- Miro, JIRA, Confluence, Trello
- Visual Studio, Sublime, Perforce, SVN

EXPERIENCE

EPIC GAMES, Lead Level Designer

2024 – present

- **Fortnite – Lead Level Designer**
 - Oversee all aspects of level design for multiple Battle Royale seasons simultaneously.

BLIZZARD ENTERTAINMENT, Lead World Designer

2021 – 2024

- **World of Warcraft – Lead World Designer**
 - Oversee world design and development of expansion content with fellow leads.
 - **Design Manager** for seven world designers.
- **Survival Game (Cancelled) – Senior Level Designer II, Zone Lead**
 - Drove the day-to-day execution of a multidisciplinary team to craft a large area of our world.
 - Created and owned a variety of FPS-focused spaces ranging from expansive open world areas to the exterior and interior of small, medium, and large Points of Interest (POIs).
 - Provided clear direction, guidance, and constructive feedback to world designers and environment artists.
 - Defined and maintained our philosophies and best practices for PVP and PVE gameplay spaces.
 - Developed and championed level design and player metrics and the basic blockout kits that adhere to them.
 - Established best practices, processes, and communication within the world building team and other teams such as environment art and production.
 - Authored, reviewed, and maintained design documentation and example maps.
 - Collaborated with our tools team to design and develop our proprietary world building tools.

SCHELL GAMES, Lead Game Designer & Game Director

2019 - 2021

- **Design Manager** for four game designers.
- **Theme Park Attractions**
 - **Game Director** where I lead a team of developers to create multiple mini games a galaxy far, far away...
 - **Game Designer** on a project where I improved the web-slinging game feel for a high-profile attraction.
- **Until You Fall (VR, Shipped 2019)**
 - **Lead Level Designer** responsible for guiding a small design team, developing production processes, providing feedback, scripting combat encounters, adjusting layouts, and environment art propping.

STUDIO NIGHTCAP, Founder & Game Director

2019 - present

- **CRASH: Autodrive (PC, Nintendo Switch, Shipped 2021)**
 - Solo indie game - Founded the studio and created the entire game (minus art & music which were contracted).

NAUGHTY DOG, Game Designer/Scripter & Level Designer

2017 - 2019

- **The Last of Us Part II (PlayStation 4, Shipped 2020)**
 - Created and iterated on level blockout, combat scripting, and event scripting to an alpha state for multiple levels: **The Tunnels**, **The Coast**, **Return to the Coast**, and **St. Mary's Hospital** (from Nora chase to the end).
- **UNCHARTED: The Lost Legacy (PlayStation 4, Shipped 2017)**
 - Scripted everything (except combat) in the **Partners** level including the bombastic helicopter fight.
 - Scripted portions of multiple other levels as needed to relieve workload from other designers.

RESPAWN ENTERTAINMENT, Game Designer/Scripter

2013 - 2017

- **Titanfall 2 (PC, Xbox One, PlayStation 4, Shipped 2016)**
 - Pitched, co-designed, and co-scripted the critically acclaimed campaign level **Into the Abyss** which pushed engine limits and created moving geo and AI features used throughout the game.
 - Scripted everything and enhanced existing combat encounters for the campaign level **Blood and Rust**.
 - Owned designs and saw them through to completion by acting as feature producer and collaborating with multidisciplinary teams.
 - AI Strike Team - Designed and prototyped enemies such as the Reaper and Tick.
 - Pitched the player/titan chat system which helps players form a bond to the buddy titan.
 - Improved headshot game feel which greatly improved player satisfaction during combat.
- **Titanfall (PC, Xbox One, Xbox 360, Shipped 2014)**
 - Scripted the dramatic campaign multiplayer finale level, **The Battle of Demeter**.
 - Pitched, designed, implemented, and balanced the well-received **Black Market** and its economy.

ZYNGA, Game Designer/Programmer

2011 - 2013

- **CoasterVille (Shipped 2012)**
- **Empires & Allies (Shipped 2011)**

SCHELL GAMES, Game Programmer

2007 - 2011

- **Disney's Pirates of the Caribbean Online (PC, Shipped 2010)**
- **Disney's Pixie Hollow Online (Flash, Shipped 2008)**

NATIONAL SECURITY AGENCY, Network Security Analyst

2005-2007

EDUCATION

West Virginia University

- **Master of Science** in Computer Science
- **Bachelor of Science** in Computer Science
- **Minor in Music**

Graduated 2005

Graduated 2003