**John Ebenger**

**jebenger@gmail.com**

**Experience:**

**July 2017 - Present**

**Lead Cinematic Designer** at Ubisoft

Currently working on Assassin's Creed Odyssey

**July 2007 - July 2017**

**Senior Cinematic Designer** at Bioware

ShippedProjects :

Dragon Age: Origins

Mass Effect 2

Dragon Age 2

Mass Effect 3

Dragon Age: Inquisition

Mass Effect: Andromeda

Specialized in interactive, cinematic storytelling using branching narratives.

In charge of cinematography and character performances during large sections of the above games.

In charge of directing actors on the mo-cap floor for both specific one-off, fully customized scenes, and to also construct animation libraries of assets designed to be used dozens or hundreds of times of times by myself and other designers across a 40 hour cinematic narrative.

Collaborated with writers, level designers, level artists, sound designers and vfx artists to bring scenes to realization at genre leading quality while focusing on efficiency and player experience. This process would start by teaming up with a Writer and Level Designer on the team to conceptualize a mission from the ground up and develop a strong, compellingly narrative and gameplay flow for that mission that would fit in to the overarching narrative of the game. Then onboard the other disciplines as that mission was fleshed out, iterated on, and brought all the way from concept to ship.

Also was a principal contributor to the design of proprietary tools required to accomplish the goals required of my discipline across 3 different game engines.

**Education:**

**May 2005**

Bachelor of Arts University of Puget Sound

Major- Theater Arts