



# DAVE WHIFFEN

## GAME DESIGNER

📍 373 Front Street West, Unit 3201, Toronto, ON M5V-3R7

☎ (416) 996-8183 / [dave@davewhiffen.com](mailto:dave@davewhiffen.com)

🌐 Portfolio: [www.davewhiffen.com/](http://www.davewhiffen.com/)



## 🎓 EDUCATION



### GEORGE BROWN - GAME DESIGN (POST GRADUATE) WITH HONOURS

Toronto, Ontario



### RYERSON UNIVERSITY - RADIO AND TELEVISION ARTS

Toronto, Ontario

Bachelor of Arts in Media Production (formerly Radio and Television)



## EXPERIENCE & PROJECTS



### POST BOREDOM GAMES: (2019-Present)

*Game Director, Producer, Level Designer*



#### RISE & FALL [2019-Present]

- **Leading** a team of **20+ people** over **2 years**.
- Handling entire **direction** of game, every meeting (hundreds), meeting with publishers/investors
- **Level design**, **character feel**, and **'juice'**.
- Managing the **second-to-second** loop and making the **core movement** feel incredibly fluid and keep player in flow state.



#### OVERKART [2019-2020]

- **Entire design** of game from idea to playable build.
- Built **fun and fluid game mechanics** and controls.
- **Level design** and **mission design**.



### OTHER PROJECTS:



#### RAMS HOCKEY APP [2013-Present]

- **Designed** and **programmed all code** in app for use with Ryerson Men's Hockey team
- Implemented **new features on the fly** to streamline our tracking and coaching processes.



#### DESTINY 2: (Fan Mission) [2017-2019]

- **Designed** and **prototyped** a **Destiny level** in **Unity** from the **ground up**.
- **Level design**, **AI**, **enemy behaviors**, **objects**, **boss fights**, **mechanics**, and **controls**.



#### SONIC ADVENTURE 3 (Fan Game) [2001-2006]

- Director of fan-game designing **mechanics**, leading a team of **artists**, **animators**, **programmers** and **writing team**.



## SKILLS



- Unity, Unreal, Visual Studio, C#, C++, Blender, Maya, Github, Trello, Clickup.
- **Managing** teams, **leading**, setting culture, **making games feel insanely great** to play, **making levels** that are fun after a thousand+ plays, making games play great with friends, making fun experiences.



## AWARDS

- **2011 TARA Awards** - Best Electronic Field Production - Ryerson University RTA Program
- **2012 TARA Awards** - Best Practicum Project: "Hunting Season" – Ryerson University RTA Program



## REFERENCES

Available upon request