

DAVE WHIFFEN

GAME DESIGNER

Toronto, ON M5V-3R7

416) 996-8183 / <u>dave@davewhiffen.com</u> Portfolio: www.davewhiffen.com/







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



RISE & FALL [2019-Present]

- **Leading** a team of **20+ people** over **4 years**.
- Handling entire **direction** of game, every meeting (hundreds), meeting with publishers/investors
- Game 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 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