Daniel Muller Jones

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Deeply passionate about game development and shipping quality products

Highlights of Qualifications

- Jira/ Performance/ Confluence/ Perforce
- Comfortable working directly with developers and engineers
- Comfortable organizing and leading small and mid-size teams
- Solid understanding of production steps and pipelines

- Friendly/knowledgeable and team oriented
- Versatile and project-oriented
- Comfortable working from high level abstractions to machine level implementation

Professional Experience

February 2023 – Present
This Game Studio
Game Designer

- Designing multiple features for a consolidated mobile F2P game.
- Designing systems and models for game economy, balance and monetization.
- Responsible for several features, from initial ideation to implementation details and QA.
- Working directly with the client and stakeholders, from initial pitch to final deliverables.

January 2022 – January 2023
IsoForce Games
Economy Designer / QA Lead

Mouse Haunt

- **Lead designer** on multiple economy features.
- **Lead designer** on multiple gameplay features for the "Lock and Load" game mode.
- Responsible for balancing of economy systems, flows and features.
- Working on designing monetization systems for **web 3.0 and web 2.0** alike
- Supervised implementation of features in both **Unreal** and **Deep Backend** as well as **integration** systems.
- Responsible for creating and maintaining internal development documents for game design, features, and such.
- Responsible for creating and maintaining external communication regarding economics, such as Whitepaper, announcements and engaging with the community directly and indirectly.
- Responsible for designing and maintaining **QA tools** and procedures, from ticket pipeline to testing suites and QA tools.

February 2021 – October 2021
The Coalition Game Studio: Microsoft Vancouver – Via Apex Systems
Development Support

Gears of War 5 Post Launch Performance Team: Xbox Console Family, Windows Store and Steam
Forza Horizon 5 QA Team: Xbox Console Family and Windows Store

- Performed performance captures on all new features and maps
- Work closely with Performance Test Coordinator on daily basis
- Organized and managed teams up to 11 members
- Aided/problem solved teams equipment setup issues
- Assisted Release QA team with additional testing logging & regressed issues as needed
- Responsible for updating and maintain **Confluence** documentation

- Using critical thinking and detailed oriented perspectives to find and report both large- and small-scale bugs
- Recipient of **QA Embry Star Award** for "going above and beyond" nominated by the QA team

July 2020 – January 2021
Electronic Arts Burnaby – Via Keywords Studios
Development Support
FIFA 21 Stability Team: Xbox Console Family, PlayStation & Google Stadia
- Executing server performance run for multiplayer sessions stability
- **POC for regressions** and detail-oriented bug hunts
- Worked with **development kits for gen4 and gen5 consoles** for multiple platforms (PlayStation, Xbox, Google Stadia)
- Using **JIRA** and other internal tools for reporting, tracking and regressing bugs
- Worked closely with test leads and embedded QA on highly specialized tasks and bug regressions

March 2020 – July 2020
FairSplit.com
Web Developer – Freelancer
- Working on maintaining and adding features to backend codebase in **Python**
- Working on refactoring frontend codebase from **AngularJS** into **Mithril.js**
- Working on planning and implementing refactoring of **business logic** within the architecture of the application
- Part of a remote team across multiple time-zones, learning how to operate within those constrains
- Direct interface with clients and major stakeholders

Education

Master's in Business Administration, University of Canada West

Diploma in Web and Mobile Application Development, Cornerstone International Community College of Canada

Bachelor's Degree in Control and Automation Engineering, Mauá Institute of Technology, Brazil

Hobbies and interests

- Hobbyist Game Developer (since 2015)
- Published solo developed game on Play Store
- Participated in multiple GameJams with people all over the world
- Tabletop games and TTRPGs enthusiast
- Avid world and characters builder
- Have created dozens of interactive histories to several different audiences

Find more at

FriikStudios   LinkedIn   GitHub   Itch.io