Jordan Watt

An analytical mind with a passion for crafting immersive and engaging experiences

- Seasoned game designer and technical designer with expertise in design methodology and best practices
- Skilled with Unreal to create rich experiences via Level Design, Blueprint, GAS, Multiplayer, and more
- Veteran and proficient developer; experienced with game development framework from concept to evergreen
- Creative, analytical, team-oriented, player-centric, proactive, dependable, agile, and versatile

Jordan Watt

Vancouver, Canada

Portfolio

SUMMARY

20+ Years AAA
Game Design Architect
Technical Design Expert
Experienced Developer
Value-Driven

DESIGN EXPERIENCE

Singleplayer
Multiplayer PVE + PVP
3Cs
Combat & AI
Level & World Design
Missions & Quests
Progression & Meta
Sandbox & Systems
Tutorials & Onboarding
UI + UX
Live Service & Social

DEV SKILLS

Games, Prototypes, Demos
Unreal, Unity, Godot, Frostbite
Blueprint, C#
Javascript, Python, WWW
Tool & Pipeline Development
Feature Planning + Roadmaps

DESIGN CREDITS

Gears of War: E-Day
Gears 5
FIFA 2017
Star Wars Battlefront 2
PvZ: Battle For Neighborville
PvZ: Garden Warfare
Battlefield: Hardline
Medal of Honor: Warfighter
Army Of Two: Devil's Cartel
NFS: Rivals
NFS: The Run
Skate 1, 2, 3, Skate-It

DEV CREDITS

FIFA 2007
Battlefield 2: Modern Combat
Medal of Honor: Heroes
NFS: Most Wanted
NFS: Underground 2
FIFA Soccer 2005
MVP Baseball 2004
NHL 2003

CAREER EXPERIENCE

People Can Fly — Principal Technical Level Designer — **2023 - Current**

- Design and build levels, game modes, and game features for AAA franchise using UE5
- Provide comprehensive gameplay and technical evaluations of maps and game modes
- Create technical workflows, prototypes, gyms, and tools for level designers and developers
- Plan and validate features and roadmaps, and collaborate with team to identify requirements and mitigate risk

Sumo Digital — Principal Technical Designer — **2021 - 2023**

- Planned features, milestone deliverables, and roadmaps to deliver key systems for a deeply-integrated core feature
- Created prototypes and features in UE5, working closely with design, engineering, and content teams
- Validated and translated design into technical requirements and production pipelines
- Provided guidance to designers on best practices in implementation, scripting, and workflows
- Managed, coached, and career planned multiple Technical Designers

Microsoft - The Coalition — Senior Game Designer (contract) — **2020 - 2021**

- Designed and built multiplayer maps for PvP and PvE game modes for Gears 5
- Built concept prototype levels and feature gyms for unannounced UE5 project

EA Vancouver — Senior Game Designer — **2013 - 2020**

- Mentored and coached designers in designing and developing features and prototypes
- Led development of 'Monthly Activities' for PvZ: Battle for Neighborville, designed and built quirky monthly activities
- Created design processes for Concept and Prototype development, pitched initiative for Rapid Prototyping at EA global game jam
- Prototyped environments, gameplay experience, UI, and systemic player tools & features for both linear and open-world games
- Built playable characters, enemies, AI, weapons, and more in singleplayer and multiplayer games using a variety of tech
- Designed and scripted levels, missions, encounters, and features for multiple projects across EA; in-house and remote
- Contributed feedback that led to usability improvements for the Frostbite Engine editor

EA Blackbox — Game Designer — **2006 - 2013**

- Designed and constructed challenges, levels, missions, races, and features in Skate, Need For Speed, Medal of Honor, and Army of Two
- Designed and created events for Need For Speed: The Run's Challenge Series, including Sponsor packs
- Attended Skate 3 launch event in London; gave interviews & demos to media and helped our MC host the gaming competition
- Designed Skate 3's Skate School Tutorials featuring Coach Frank (Jason Lee)
- Designed Skate Park Editor for Skate-It NDS by 3rd party developer
- Challenge Design POC for Skate 1, 2, 3; aptitude towards creating compelling challenges and technical workflows

EA Canada — QA Development Manager — **2003 - 2006**

- Coordinated Online and Compliance testing for Console and Mobile games; managing 30+ QA testers over 10+ projects
- Created and lead the Submission Audit Team; tasked to audit EA titles and reduce certification failures

EA Canada — QA Tester — **2001 - 2003**

- Operated the 'Online Clean Room' and tested many EA Xbox, PlayStation, and PC titles for internet connectivity and performance issues
- Tested EA Sports Online platform for PC sports titles - EASO was an early framework of Ultimate Team

Nortel Networks — Cell Tower CDMA Systems Technologist — **2000 - 2001**

- Test and troubleshoot cell towers based on CDMA technology, running test procedures on base station transceiver units
- Completed floor safety training procedures and compliance certifications, e.g. electrical safety, forklift training, ISO 9000, etc

EDUCATION

DeVry Institute Of Technology — B. Sc. Electronics Engineering Technology — **1997 - 2000**

- Circuit Design & Analysis, Microprocessors, Assembly, Network Communications, Digital & Analog Signal Processing, Waveform Analysis
- Final project: Spliced PS1 Sony link cable in half and connected two PS1s to PCs via USB. Built software to connect clients and play games
- Employed as Faculty Assistant; Graded and proctored student exams & homework assignments, and attended lab exercises to support students

HOBBIES & INTERESTS

- Making things, Star Wars, Toys, RPGs, Board Games, Sports, Space, Science, Nature, History, Action, Adventure, Lego, Zombies, Great stories