**Donald Robertson**

donald.robertson@gmail.com

609-440-9978

**Objective**

Talented and communicative game designer with 6+ years of experience in a creative yet deadline-driven environment. Eager to join The Rock Studios to help manage the design of gameplay systems and online mechanics. In previous roles designed and co-wrote 5 AAA titles and created more than 200 levels within the action-RPG game area.

**Work Experience**

**Game Designer**

NextGen Games, Los Angeles, CA

2016–2018

* Designed and drove the vision and implementation of features and game systems.
* Developed ideas for gameplay throughout the player life-cycle.
* Worked within existing systems and expanded them, including integrating feedback from UX testing.
* Partnered with other teams to consider the game design and player engagement targets.
* Created and tuned content to create accessible but deep experiences for players.

**Key achievements:**

* Designed and co-wrote 5 AAA released game titles.
* Improved player success rate by 150% as a result of close collaboration with the UX team and developing a set of measurable tests and questionnaires.

**Gameplay Designer**

Q2 BFG, Los Angeles, CA

2013–2016

* Built gameplay scenarios in various styles and for different purposes.
* Created gameplay moments, including narrative events, combat encounters, and points of interest within the game world.
* Collaborated with partner teams to ensure a cohesive and coherent scenario experience.
* Worked with engineers on developing and maintaining scenario building functionality that redefined design boundaries.
* Authored and reviewed design documentation.

**Key achievement:**

* Developed a data-gathering method for game balancing and tuning.
* Created over 200 levels for various Sci-Fi and Fantasy Action-RPG games.

**Education**

MS, Computer Science/Game Design

*University of Southern California, School of Cinematic Arts*

2013

**Key Skills**

* Analytical skills
* Documentation writing
* Game platforms
* Game systems
* Maya
* Online play models
* Organizational skills
* Python
* Unreal Engine
* Verbal communication skills

**Languages**

* Spanish—Advaned
* Japanese—Communicative

**Interests**

* Drawing
* Playing the drums