JAMESON BENNETT

Video Game Designer

) (123) 456-7890

in LinkedIn

Carlsbad, CA

WORK EXPERIENCE

Video Game Designer

Rockstar Games

2018 - current

- Carlsbad, CA
- Generated realistic animations with using Vicon technology, revamping the overall quality of digital props.
- Orchestrated user testing sessions to refine gameplay mechanics which boosted player satisfaction by 22%.
- Implemented advanced OBS Studio techniques for team communications which facilitated a 31% improvement in the design workflow efficiency.
- Conducted accurate quality assurance testing of sound effects designed with Wwsie, ensuring a 98% bug-free auditory experience in the final game.

Associate Video Game Designer

Respawn Entertainment

== 2015 - 2018

- Los Angeles, CA
- Built and deployed 574+ unique game assets with NVIDIA Omniverse, enhancing detail of in-game environments.
- Streamlined the gameplay testing process by recording sessions using OBS Studio, speeding up feedback loops from stakeholders by 37%.
- Designed and edited 11+ game trailers by leveraging Adobe Premiere Pro, leading to a 57% surge in website traffic during the game's announcements.
- Participated in designing multiplayer maps and mechanics, which attracted over 124,952+ online players.

Narrative Designer

Riot Games

2012 - 2015

- Los Angeles, CA
- Developed 158+ scripts using Celtx, contributing to a 43% increase in story engagement for flagship titles.
- Pre-visualized 76+ scenes with Cine Tracer, leading to a 59% reduction in visual iteration time during pre-production stages.
- Choreographed and produced 39+ elaborate cinematic sequences, *generating a 21% increase in the game's narrative engagement.*
- Optimized the storyline's flow resulting in a 23% faster game completion time.

EDUCATION

Bachelor of Arts
Interactive Entertainment
University of Southern California

- **2008 2012**
- Los Angeles, CA

SKILLS

- Adobe Premiere Pro
- Unreal Engine's Sequencer
- Celtx
- Audacity
- Wwise
- Autodesk Maya
- Vicon
- Cine Tracer
- NVIDIA Omniverse
- OBS Studio