

Aaron Gordon
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CHARACTER

Hard working, friendly and proactive with an aptitude for level design. Passion for world building while creating a cohesive world logic through use of Level Design principles. A strong technology and design background allows me to prototype quickly to prove out designs, while tailoring my content for the desired player experience. My experience creating post launch content (as well as content shipped for live games) allows me to incorporate player data and metrics into the design process, to ensure evolving player needs are met.

EDUCATION

B.Sc First-class honours in Games Technology - UWE	2008-2012
High School Diploma - Corfe Hills School	2003-2008

PROFESSIONAL EXPERIENCE

Team Lead Level Designer - Ubisoft Toronto	2018-Present
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As the Team Lead for Starlink's post-launch content I designed and provided direction for three major questlines. This included creating detailed high level documentation, communicating designs to directors / art / narrative leads and creating the overall level design vision. I was also responsible for the level design team, validating work to ensure quality, training staff and ensuring the level design guidelines were followed.

Senior Level Designer - Ubisoft Toronto	2015-2018
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As the Sr. Level Designer on Starlink's Open World content, I was responsible for the distribution / density of gameplay spaces throughout the game, layouts, mission scripting and managing the open world team / resources and coordination with other departments.

Games Designer - Frontier Developments	2012-2015
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My time at Frontier involved designing: mission scripting , levels / environments, mechanics, player interactions, core game concepts and game systems for AAA titles. I was trusted to work and communicate within a large team while iterating and adapting designs.

Junior Game Designer - Mobile Pie	2010-2012
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While working at mobile pie I designed for a variety of games on multiple mobile platforms, which involved: designing high level concepts, client pitches, refining game mechanics and creating the design documentation for F2P and location based games.

LEADERSHIP SKILLS

- Able to produce clear and concise documentation as well as wireframes, design blockouts and paper designs to a high standard for use as a reference throughout a project
- Capable of maintaining a game's creative vision while supervising a project's development using agile development methodologies to deliver work on time and to a high standard
- Excellent cross-team communication skills and experienced at working on AAA projects as part of a small cell or a much larger multi discipline team
- Experienced in managing a team and providing design direction / feedback to other disciplines including; art, code, animation, audio, production and QA
- Friendly, approachable and positive personality; always willing to take feedback on-board

DESIGN SKILLS

- Experienced designing missions, scripted events, interactions, set pieces, levels, difficulty / AI balancing, game mechanics, UI / Menu layouts and high level concepts
- Ability to design game elements and systems accordingly for different genres and demographics, keeping the player's experience in the forefront of every decision made

TECHNICAL SKILLS

- Vast experience with Ubisoft's Snowdrop Engine for layouts, scripting and content creation
- Proficient with Autodesk Maya for Level editing, animation and 3D modelling
- Experienced with content creation and level scripting in Unreal and Unity
- Proficient with Adobe Flash, After Effects and Photoshop
- Solid understanding programming principles as well as hands on experience with C# / C++
- Proficient with Microsoft Office; Word, Excel, Powerpoint and Visio

PUBLISHED GAMES

[Starlink: Battle for Atlas](#) - AAA action adventure in a living galaxy with a modular starship

Responsibilities included: Allocating resources within the Open World team / mentoring / prioritisation and Risk assessment, coordinating with Design, Narrative, Art and System teams to help support a coherent world logic, designing and implementing the Open World pipeline for procedural and hand placed content, creating layouts / POIs / Enemy squad compositions / establishing metrics / creation of LD ingredients.

[Elite Dangerous](#) - AAA open world live multiplayer space game for PC

Responsibilities included: Missions / event design and implementation, AI / difficulty balancing, designing game systems and player skills (trading, mining, economy etc).

[Kinect Sports Rivals](#) - AAA Sports game for Xbox One Kinect

Responsibilities included: Level design, event scripting and implementation, mechanics design, AI / difficulty balancing, design blockouts and conducting playtesting sessions.

[My Star](#) - Freemium game for iOS / Android devices

Responsibilities included: Minigame design, difficulty balancing, monetisation strategies, screen-flow diagrams, wireframes Research, asset lists, style guides and documentation.

[Blossom Bristol](#) - Location based game for Android devices

Responsibilities included: Designing player interactions and mechanics to incorporate real world pollution data provided by the council, Initial research and high level documentation.

AWARDS

Ludum Dare 28, Top 40 - [Monorail](#) - Rated 33rd overall out of 780 games.

Game Jam Winner - [Merry Bloody Xmas](#) - Winner of the 2013 Bristol Board Game Jam.

Game of the Year - [Splodge](#) - University award for the best game developed in the final year.

INTERESTS

I am passionate about games and committed to a career in AAA development. I like to keep active and frequently take part in sporting events including marathons and skiing.

References available on request