Morgan Goin
Level Designer & Scripter

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SOFTWARE

SCRIPTING		ENGINES		TOOLS	
• C#	• Lua	• UDK	• Creation Kit	• Photoshop	• Visio
• Kismet	• Java	• Unity	• CryEngine 3	• 3DS Max	• Word/Excel
		• Source		• Visual Studio	

SKILLS

DESIGN		PRODUCTION	
• Gameplay Scripting	• Construction & Meshes	• Documentation	• Task Tracking
• In-game Cinematics	• Receiving Critical Feedback	• Perforce (P4V)	• Cross-departmental Communication
• Whitebox Prototyping		• Scrum	
		• Confluence	• JIRA

EMPLOYMENT HISTORY

Mission Designer   Hangar 13 – 2K Games   Unannounced project

June 2018 – Present

- Independently created design documentation for new game systems and abilities
- Continued using in-house visual scripting language to construct new gameplay
- Learned in-house decision tree system in order to aid AI developers in debugging different enemy types during missions
- Took initiative to grow my skillset and serve as the project's sole scripter to facilitate work between departments outside of a traditional mission design role

Jr. Mission Designer   Hangar 13 – 2K Games   Mafia 3, DLC "Sign of the Times"

June 2015 – June 2018

- Owned three missions in Mafia 3 from Whitebox stage through post-release bug fixing, including the missions Kill Ritchie Doucet, Cut and Run, and Get Enzo Conti, and maintained design documents for those missions
- Served as the point of contact for all departments to collaborate on the owned missions, including audio, art, and systems
- Supported other Mission Designers as needed during the end of production, including assisting in cover system debugging across a large portion of the game world
- In the third DLC, "Sign of the Times", owned two missions from paper concept through post-release bug fixing, including A Little Closure and Harless Mansion

TA	The Guildhall at SMU
Jan. 2015 – May 2015	• Reviewed and gave constructive feedback on design documentation assignments made by the freshman cohort • Organized grades, feedback, and grading curves into Excel and Word documents the professor could review and comprehend easily • Played levels in Half-Life 2 Source engine designed by senior cohort designers and provided constructive feedback and assistance on further design iterations
Scripting TA	The Guildhall at SMU
June 2014 – July 2014	• Worked with children grades 6 – 12 in a 4 week summer camp to create short 2D games in Unity • Created custom scripts in C# for several children's games, including gravity reversal, teleportation, camera field of view, and grappling hooks • Fixed errors and problems for every child on a daily basis, covering many aspects of Unity

EDUCATION

The Guildhall at SMU	Professional Certificate in Digital Game Development	Jan 2013 – Dec 2014
Awards:	*Level Design Honors Award for "Xen Monsters"*	
Texas A&M University	Bachelor of Arts, Anthropology	Aug 2008 – Dec 2011

STUDENT DESIGN EXPERIENCE

For additional details including projects documenting my evolution as a designer please see my portfolio at http://www.morganwagnon.com/