John Fitzgibbons   *Lead Level Designer*

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I am a passionate designer with a broad skillset seeking a role which rewards my talents and challenges me to develop further. As a lead level designer, I will guide the development of all levels to create distinctive environments and memorable experiences that support the vision of the game as a whole.

Experience

Project Atlas – Lead Level Designer   Jar of Sparks (Netease), **2023-2025**

Hired and led a team of level designers to build multiple demos and prototypes for an unshipped third-person action game. Worked with multiple disciplines to define standards and workflows. Prototyped various game concepts using unreal blueprints.

Halo Infinite – Senior Level Designer   343 Industries (Microsoft), **2018-2023**

Designed, built and shipped three campaign missions. Responsible for walkthroughs, blockouts, custom scripted gameplay, combat setups, and bug fixing. Mentored junior designers with design and implementation feedback. Performed code reviews to ensure script quality across the campaign. Post-launch, supported MP team with bug fixes on multiple maps, plus a new map blockout.

Project Ragtag – Lead Level Designer   Electronic Arts, **2015-2017**

Became Lead Level Designer mid-project. Defined LD workflows and best practices, represented the LD team to other disciplines, and helped the LDs solve technical and creative challenges. Wrote walkthroughs for several levels and did layout and scripting for multiple early demos.

Battlefield Hardline – Senior Level Designer   Electronic Arts, **2013-2015**

Built Prologue, Episode 9, and part of Episode 6, handling layout, gameplay design, combat scripting, SE integration, memory & performance. Provided scripting support across all ten campaign levels.

Dead Space 3 – Senior Level Designer   Electronic Arts, **2011-2013**

Built the "snow crash" demo, blocked out five other levels, and drove three to completion. Handled design, scripting, combat, puzzles, cinematics, memory and performance.

Dead Space 2 – Level Designer   Electronic Arts, **2010-2011**

Shipped one campaign map. Helped on several DLC maps. Design, scripting, combat, puzzles.

MotionX Poker & Poker Quest – Project Lead   Fullpower Technologies, **2008-2010**

Shipped two games for the iPhone. Game design, UI design, art direction, and some programming.

Gods and Heroes: Rome Rising – Level Designer   Perpetual Entertainment, **2005-2007**

Designed seven overland zones, five cities, and four dungeons. Paper design, blockout, gameplay.

GoldenEye: Rogue Agent – Level Designer   TKO Software, **2004**

Designed two multiplayer levels. Paper design, blockout, scripting, some textures & models.

Medal of Honor Allied Assault: Breakthrough – Level Designer   TKO Software, **2003**

Built two single-player and two multiplayer levels. Paper design, blockout, final geo & lighting.

Skills

- Level & game design for genres including FPS, Action Adventure, Survival Horror, MMORPG, Casual.
- Programming for games & web using Lua, Javascript, C, C++, Objective C, OpenGL, PHP, SQL.
- Software: Unreal, Frostbite, Radiant, Maya, Photoshop, Visual Studio, Xcode, MS Word, Excel.