

**Aaron Gordon**  
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## CHARACTER

Hard working, friendly and proactive with an aptitude for design. Passion for World Building and creating a cohesive world logic through Level Design and Density / Distribution of content. A strong technology and design background allows me to effectively communicate Level Design intentions to other departments, while effectively prioritising and allocating resources to balance the needs of Level Design within the project as a whole.

## EDUCATION

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

## PROFESSIONAL EXPERIENCE

<b>Senior Level Designer - Ubisoft Toronto</b>	2015-Present
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Currently working as the Sr. Level Designer on Starlink's Open World content. I am responsible for the distribution / density of gameplay spaces throughout the game, content creation, managing the open world team / resources and coordination with other departments.

<b>Games Designer - Frontier Developments</b>	2012-2015
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My time at Frontier involved designing: missions, 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. I worked with industry standard software and tools, creating high quality content to meet tight deadlines.

<b>Junior Games Designer - Mobile Pie Studios</b>	2010-2011
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While working at mobile pie I designed for a variety of games on multiple mobile platforms, which involved: fleshing out high level concepts, client pitches, refining game mechanics and creating the design documentation for F2P and location based games.

## DESIGN SKILLS

- Experienced designing missions, scripted events, interactions, set pieces, levels, difficulty / AI balancing, game mechanics, UI / Menu layouts and high level concepts.
- Analytical thinker; able to handle multiple conflicting priorities and design a solution that fits the target experience, under pressure and within the scope of 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.
- Experienced in coordinating a team and providing design support / feedback to other disciplines including; art, code, animation, audio, production and QA.
- 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.
- 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.
- Excellent cross-team communication skills and experienced at working independently on small / solo projects, as part of a much larger team and in a leadership role.
- Friendly, approachable and positive personality; always willing to take feedback on-board.

## 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 in.
- 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.

## 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 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.

**Top Trumps Collection** - Card game for iOS devices based on NBA and Bond licences

Responsibilities included: Difficulty balancing, designing game modes, wireframes, screen-flow diagrams, design documentation and playtesting.

## AWARDS

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

Ludum Dare 24, Top 20 - [OctoDarwin](#) - Rated 19<sup>th</sup> for humour out of 400 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 my career as a designer. I'm a very social person, I enjoy a wide variety of games and regularly take part in game jams in order to challenge myself and learn from others in the industry. I also like to keep active and frequently take part in sporting events including sponsored runs and skiing.

References available on request