

David Shaver

Senior Game Designer

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OBJECTIVE

Create fun, unforgettable and narrative-focused gameplay experiences while leveraging 15+ years of game industry experience and passion.

SKILLS

Game & Level Design

- Level design & blockout, combat encounter design, pacing, and cinematic event scripting, AI pathing, etc.
- Game system design, implementation, and balancing
- Intuitive UI/UX design
- Visually focused design documentation
- Dialogue and copywriting
- Playtest conducting and iteration

Level Editors

- Multiple Proprietary Editors
- Unreal Engine
- Unity Procreate
- Call of Duty Radiant

Leadership

- Provide feedback and direction with a servant mindset
- Process and roadmap development
- Manage and mentor other designers

Programming

- C#, C/C++, Objective-C
- Python, Squirrel, Racket, Lua
- Unreal Blueprints, UnrealScript
- Call of Duty Radiant Script (GSC)
- XML, JSON, HTML, CSS, PHP

Software

- Maya
- Adobe Photoshop
- Miro, Balsamiq Mockups
- Microsoft Office & Google Docs
- Visual Studio, Sublime
- Perforce, SVN
- JIRA, Confluence, Trello
- Audacity, Logic Express

EXPERIENCE

BLIZZARD ENTERTAINMENT, Senior World Builder

2021 – present

- *Unannounced Survival Game (in progress)*

STUDIO NIGHTCAP, Founder & Game Director

2019 - present

- **CRASH: Autodrive** (PC, Nintendo Switch, Shipped 2021)
 - Solo indie game where I did everything from business development to programming to writing dialogue (except for creating the art and audio which I directed contractors to create.)

SCHELL GAMES, Lead Game Designer & Game Director

2019 - 2021

- **Until You Fall** (VR, Shipped 2019)
 - Lead Level Designer responsible for guiding a small design team, developing production processes, providing feedback, scripting combat encounters, adjusting layouts, and environment art propping.
- **Secret Theme Park Attractions**
 - Game Director on a project leading a multi-disciplinary team of developers to create multiple small games.
 - Game Feel Specialist on a project where I improved the game feel for a high-profile attraction.
- Design manager for four junior and mid-level designers.

NAUGHTY DOG, Game Designer/Scripter & Level Designer

2017 – 2019

- **The Last of Us Part II** (PlayStation 4, Shipped 2020)
 - Created and iterated on level blockout, combat scripting, and event scripting to an alpha state for multiple levels: *The Tunnels*, *The Coast*, *Return to the Coast*, and *St. Mary's Hospital* (from chasing Nora to the end.)
 - Specialized mostly in scary infected level layouts and mixed infected & human combat encounter setups.

- **UNCHARTED: The Lost Legacy** (PlayStation 4, Shipped 2017)
 - Scripted the everything except the combat in the **Partners** level including the bombastic helicopter fight and rope sequence.
 - Scripted portions of multiple other levels as needed.

RESPAWN ENTERTAINMENT, Game Designer/Scripter

2013 - 2017

- **Titanfall 2** (PC, Xbox One, PlayStation 4, Shipped 2016)
 - Pitched, co-designed, and co-scripted the critically acclaimed campaign level **Into the Abyss** which pushed engine limits and created moving geo and AI features used throughout the game.
 - Scripted everything and enhanced combat encounters for the campaign level **Blood and Rust**.
 - Owned designs and saw them through to completion by acting as feature producer and collaborating with multi-disciplinary teams.
 - AI Strike Team - Designed and prototyped enemies such as the Reaper and Tick.
 - Pitched the player/titan conversation system which helps players form an emotional bond to the buddy titan.
 - Improved headshot game feel which greatly improved player satisfaction during combat.
 - Implemented menus and various narrative improvements.
- **Titanfall** (PC, Xbox One, Xbox 360, Shipped 2014)
 - Scripted the dramatic campaign multiplayer finale level, **The Battle of Demeter**.
 - Pitched, designed, implemented, and balanced the well-received **Black Market** and its economy.

ZYNGA, Game Designer/Programmer

2011 – 2013

- **CoasterVille** (Shipped 2012)
- **Empires & Allies** (Shipped 2011)

SCHELL GAMES, Game Programmer

2007 – 2011

- **Disney's Pirates of the Caribbean Online** (PC, Shipped 2010)
- **Disney's Pixie Hollow Online** (Flash, Shipped 2008)

NATIONAL SECURITY AGENCY, Network Security Analyst

2005-2007

EDUCATION

West Virginia University

- **Master of Science** in Computer Science Graduated 2005
- **Bachelor of Science** in Computer Science Graduated 2003
- **Minor in Music**