

Jeremiah Warm

Level + Game Design



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Technology

Experienced

- ◇ Unity
- ◇ Unreal Engine 4
- ◇ C#
- ◇ Jira
- ◇ Confluence
- ◇ Perforce
- ◇ Office

Familiar

- ◇ Maya
- ◇ C++
- ◇ Blueprints
- ◇ Visual Studio
- ◇ Photoshop
- ◇ Illustrator
- ◇ Git
- ◇ Subversion

Education

Bachelor of Science, Game Design

Champlain College — Burlington, VT
Minor in Game Programming

Introduction

I am an experienced Designer who values curiosity and creativity. I derive my passion from creating impactful experiences and try to draw inspiration from a wide variety sources. I have worked for over 5 years in a professional environment to ship two AAA titles and have gained ample leadership experience in the process.

Professional Experience

Bungie (Aug. 2021 — present)	Activity Designer
Deck Nine Games (Oct. 2016 — Jul. 2021)	Lead Level Designer
<i>Life is Strange: True Colors — Wavelengths</i> Release Date: Sep. 30, 2021	Lead Level Designer
<i>Life is Strange: True Colors</i> Release Date: Sep. 10, 2021	Lead Level Designer
<i>Life is Strange: Before the Storm — Farewell</i> Released Mar. 5, 2018	Lead Level Designer
<i>Life is Strange: Before the Storm</i> Final Episode Released Dec. 20, 2017	Level Designer

Skills

Leadership

- Managed a small team of level designers
- Managed, scheduled, and prioritized tasks and bugs
- Created process and episode pacing documents
- Served as of contact for the department
- Communicated with clients
- Managed hiring process
- Provided feedback on levels
- Ran daily stand-ups
- Performed yearly reviews
- Checked in with team members on monthly basis

Design

- Brought levels from concept to final polish
- 2D layouts
- 3D blockouts
- Level prototyping using 3D level creation tools
- Puzzle & unique gameplay design
- Created level and gameplay design documents
- Responsible for level logic and hints
- Implemented interactive objects
- Implemented NPCs and other misc. features
- Collaborated with other depts. to ensure level goals are met
- Provided & received feedback that is used for iteration
- Tools programming

Qualities

- Able to adapt to and learn new tools quickly
- Strong analytical and problem solving skills
- Excellent verbal, written, and visual communication skills
- Strong planning and time management skills