Jeremiah Warm

Level + Game Design

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EXPERIENCE

Bungie, Inc. (August 2021 – Present)

Senior Activity Designer

Destiny 2 – Heresy	Release Date TBA
Destiny 2 – Echoes	June 11, 2024
Destiny 2 – Season of the Witch	Aug. 22, 2023

- Owned and implemented major features from concept to final product. Served as vision holder, collaborating with other designers on the feature and coordinating with other departments.
- Pitched new game modes and unique concepts to project leadership.
- Generated, maintained, and contributed to design and studio wide documentation with both written and visual elements.
- Created complex and unique activities, puzzles, and encounters.

Activity Designer

Destiny 2 – Season of Defiance	Feb. 28, 2023
Destiny 2 – Season of Plunder	Aug. 23, 2022
Destiny 2 – Season of the Risen	Feb. 22, 2022

- Owned features taking them from concept to final product requiring clear documentation and collaboration with other disciplines.
- Implemented activity flow, combat encounters, and other features using a proprietary engine and syntax-based scripting language.

Deck Nine Games (October 2016 – July 2021)

Lead Level Designer

Life is Strange: True Colors – Wavelengths	Sept. 30, 2021
Life is Strange: True Colors	Sept. 10, 2021
Life is Strange: Before the Storm – Farewell	Mar. 5, 2018

- Managed a small team of level designers, ran a hiring cycle to expand the team, and provided feedback and direction on the team's work.
- Served as point of contact for the level design department working with studio leadership on high level creative decisions and our client to respond to feedback and ensure continued confidence in the team.
- Generated and maintained high-quality design and technical documentation with both written and visual elements.
- Created multiple narrative-driven levels using Unreal Engine 4 and proprietary tools, requiring close coordination with the narrative and cinematics teams as well as other departments throughout production.
- Ported, updated, and created tools and editor extensions in Unreal Engine 4 using C++ and Blueprints to assist level design and other departments.

Level Designer

Life is Strange: Before the Storm	Dec. 20, 2017

- Crafted multiple narrative-driven levels using Unity and proprietary tools, taking them through the production cycle including greyboxing, prototyping, implementation, and polish.
- Created editor extensions in Unity using C# to assist with the level design team's responsibilities.
- Helped influence the processes, pipelines, and tools of a growing studio.

TOOLS

Experienced: Unreal Engine 4, Unity, C#, Jira, Confluence, Perforce, Microsoft Office

Familiar: Maya, C++, Blueprints, Visual Studio, Photoshop, Illustrator, Git

SKILLS

Leadership:
- Team and Individual Management
- Task Scheduling, Prioritization, and Delegation
- Production Rituals
- Interdepartmental and Client Communication
- Review Cycles and Hiring

Design:
- Written and Visual Design and Technical Documentation
- Concepting, Pitching, Prototyping, Layouts, and Greyboxing
- Interdepartmental Collaboration
- Complex Scripting
- Puzzle Design
- Feature Closing and Polish
- Editor Extension Scripting

QUALITIES

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

EDUCATION

Bachelor of Science in Game Design
Champlain College – Burlington, VT
Minor – Game Programming