

Slaton White

Game Designer

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615.517.0094

- Self-driven problem solver who invests in cross discipline relationships to foster learning and respect in order to deliver the best gameplay experience for the player
- Ability to effectively communicate game designs and goals across departments using specs, presentations, examples, and references
- Strong technical skills including scripting with C# and Unreal Blueprints, prototyping, and debugging in Unity, Unreal 4/5, and Visual Studio
- Knowledge of a variety of tools including Excel, Maya, Blender, Miro, Illustrator, Photoshop, and Visual Studio

Professional Experience

Deviation Games

November 2022 - March 2024

- **Principal Game Designer** - Unannounced AAA FPS Projects - PC/Consoles - UE5
 - Responsibilities ranged from prototyping features using Blueprints, implementing missions, designing levels, providing technical advice regarding Unreal 5, pitching features, and collaborating with other disciplines to deliver AAA quality content.
 - Implemented several gameplay features such as new AI, player abilities using GAS, environmental hazards, puzzles, and core game functionality from prototype to AAA demo quality
 - Created design specs, Jira Epics, and content spreadsheets to help communicate the vision for various features as well as plan how we would deliver on them
 - Worked with several other disciplines and other designers to develop pipelines, best practices, metric rules, and find the best ways to achieve the goals of each feature
 - Developed prototype versions of new game functions, UI, meshes, and VFX in order to help realize the vision in a playable form

Hi-Rez

April 2022 - November 2022

- **Senior Level Designer** - PvE FPS Prototype - PC - UE4
 - Created playable levels that highlight the player's movement and combat abilities through metric driven layouts and cooperative encounters vs AI
 - Lead focused feedback discussions to evaluate current game play and develop actionable next steps
 - Designed, pitched, and prototyped mission ideas that reinforced game's core pillars
 - Built a random level generator to explore ways to add replayability and evaluate procedural techniques

References available upon request

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Hardsuit Labs

August 2021 - March 2022

- **Senior Level Designer** - Fortnite: Save The World - Consoles/PC - UE5
 - Owned the design and implementation from conception for the Brawl of The Wild Questline in a live game
 - Contributed to the blockout, objective & loot placement, and set dressing of several levels
 - Gathered feedback from team during playtests to help identify improvements

Camouflaj

January 2015 - July 2021

- **Senior Level Designer** - Unannounced VR Project - Quest - Unity
 - Lead several levels from concept including one of the main chapters of the game
 - Collaborated with each department to build a level pipeline and process
- **Senior Encounter Designer** - Marvel's Iron Man VR - PS4 VR - Unity
 - Lead the AI and Level Strike Teams. Responsibilities included milestone planning, running daily meetings, and building engaging content
 - Developed several levels from concept to ship including the final boss
 - Collaborated with each department to create content pipelines for AI and Levels
- **Game Designer** - République: Episode 4 (Action-adventure stealth game for PC, PS4, and Mobile) - Unity
 - Lead the design of Episode 4 from alpha to ship
 - Designed, playtested, and polished several of the levels from alpha

Microsoft

August 2012 - December 2014

- **Content Designer** - Project Spark - Xbox One/PC - Proprietary Engine
 - Designed and scripted levels, AI, and mechanics
 - Worked with Concept Art, Animation, Sound, and other Designers to deliver quality DLC to a live game
 - Contributed to the successful launch of a new AAA IP for Microsoft Studios
 - On-boarded and mentored new members of the design team

Education

- **Savannah College of Art and Design** - BFA - Interactive Design and Game Development
 - Graduated June 2012

Interests

- Game jams, woodworking, e-sports
- Favorite games: Red Orchestra, Rust, The Legend of Zelda: BotW, Planetside, STALKER

References available upon request