

# JAMES DODGE

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## SKILLS

- Unreal Engine 4, Blueprint
- Unity 2018-2020, C#
- Flexible & Adaptable
- Collaboration
- Training & Onboarding
- Analytical skills
- Scripting expertise, Lua
- Gameplay prototyping

## EDUCATION

### Relic Entertainment Ltd.

*Brian Wood Meml. Internship*

### Vancouver Film School (VFS)

*Diploma, Game Design - 2013*

*Teaching at VFS: Programming for Games, Web, and Mobile*

- Intro to Scripting in Unreal, Junior Professor - 2018
- Unreal Development (C++), Guest Lecturer - 2016

### University of British Columbia

*Bachelor of Science*

## PROFESSIONAL SUMMARY

*Enthusiastic Game Designer eager to contribute to team success through efficient work, rapid iteration, and growth mindset. Strong grasp of implementation for multiplayer experiences, replication, persistence, and procedural generation; with a passion for accessible design and tools.*

## WORK HISTORY

### Beamdog aka IdeaSparks Labs Inc. - Technical Designer

*Edmonton, AB • 03/2021 - Current (fully remote)*

- Anticipating design team needs and co-developing UE4 workflows to vivify our multiplayer procedural dungeons
- Leading Character Abilities team, guiding and reviewing their work on MVP, RC, and new character deliverables

### Hinterland Studio Ltd. - Mission Designer

*Vancouver, BC • 03/2018 - 01/2021*

- Prototyping gameplay for Episode 3's unique interactions including first aid mechanic to save plane crash victims
- Contributing to survival and story mode, mastering our dialogue tree, cine, and animation data import pipelines
- Mentoring newly-hired and less technical game makers in Unity implementation of missions and other workflows

### CAPCOM Game Studio Vancouver Ltd. - Game Designer I

*Vancouver, BC • 09/2014 - 02/2018*

- Prototyping a third person shooter *without code support* during the greenlight phase, building new mechanics and enemy behaviors in UE4 Blueprint and BehaviorTrees
- Performing live implementation testing of tools to help improve workflows in Dead Rising's proprietary engine

## ACCOMPLISHMENTS

- Collaborated with small team of 30-40 in the continuous development cycle of *The Long Dark* for nearly 3 years
- Crafting high quality experiences which integrate pieces from art, coding, and audio experts into a whole that lets all collaborators' ideas and effort shine brightly