





ASHTON PEARSON

GAME DESIGNER

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ABOUT

Game Design graduate. Loves designing player and enemy abilities and world encounters. Motivated to create memorable encounters, inspired by player motivations and interests.

WORK

Contract Gameplay Specialist Bungie 2022

Participated in front-to-back gameplay testing of Destiny 2: Lightfall, tracking and communicating objective feedback by analysing and accessing systems.

Test Associate Microsoft via Experis 2021-2022

Tested for scheduled and ad-hoc passes on variety of games (AAA, multiplayer, online, FPS, etc). peer training, lead discussions, provided daily reports to leads

SKILLS

- Unreal Engine 4
- Blueprinting
- Google Suite/Microsoft Office
- Trello
- Visual Studio/Azure
- Confluence
- Discord
- Steam/Windows Store Testing
- Xbox/Xbox One Testing

EDUCATION

**Bachelor of Arts:
Interactive Design and
Game Development**
Savannah College of Art and Design
2019

DESIGN

- **Designed character abilities** for *Enzo*, *Sunfall*, and *Unite*, such as the interactions between the AI and other players
- Prototyped **weapon systems in Unreal Engine 4** for *Pasefika*
- Scripted events and puzzles in Blueprint, Unreal Engine
- **Greyboxed systems for testing and wireframed** UI mock-ups
- Created and finalized game design documents, including references and processes, and presentations

IMPLEMENTATION

- Used **sprint-planning methods** to track tasks, ensure project is on schedule
- Thoroughly **tested**, identified and **troubleshooted** issues, and wrote up detailed daily reports as a **professional QA tester**. **1+ year XP**
- As game dev, **documented bugs** and **design issues**, implemented feedback. Organized playtesting sessions to **document user experience**

LEADERSHIP AND COMMUNICATION

- **Held leadership roles** in retail and service; **trained new hires** in teams of 10+ and mentored 1-on-1 for best testing practices, workflow, and documentation
- Write up daily reports detailing the summary of test passes
- **Collaborated with multiple multidisciplinary creative teams** during university projects to develop game projects
- **Lead an online gaming community** to foster growing, positive relationships and healthy competition amongst peers

SELECT PROJECTS

Game Designer | Sunfall | Solo | 2022 | Design Document

Created the **unique enemy and encounter mechanics** that evolve over time and designed the map layouts for this three-man Destiny 2 inspired activity. Fan made project.

Game Designer | Unite Characters | Solo | 2022 | Design Document

Created new **unique abilities, passives, mechanics** for 15 new playable characters for *Pokémon Unite* with detailed explorations of each character's kit. Fan made project.

Game and UX Designer | Enzo | Team of 5 | 2019 | Unreal Engine 4

Designed puzzles and UI elements. Documented the design process and all presentation materials. Oversaw player testing.