



# Morgan Goin

## Level Designer & Scripter

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### SOFTWARE

#### SCRIPTING

- C#
- Kismet
- Blueprint
- Lua
- Visual Scripting

#### ENGINES

- Unreal 3,4,5
- Unity
- Source
- Creation Kit
- CryEngine 3

#### TOOLS

- Photoshop
- 3DS Max
- Visual Studio
- Confluence
- Word/Excel
- Miro

### SKILLS

#### DESIGN

- Gameplay Scripting
- In-game Cinematics
- Whitebox Prototyping
- Level layout and flow
- Receiving Critical Feedback

#### PRODUCTION

- Documentation
- Perforce (P4V)
- Scrum / Agile
- JIRA
- Task Tracking
- Cross-departmental Communication
- Multi-site studio

### EMPLOYMENT HISTORY

#### Sr. Level Designer

June 2022 –  
July 2024

#### Arkane Austin – Zenimax

#### Redfall

- Joined the team one year prior to shipping online multiplayer first-person shooter, rapidly ramping up on existing content and pipelines
- Immediately took on large scope performance and quality refinements in two open world zones to support AI behavior in an online multiplayer context, including enemy placement, patrols, vampire perches, cover, and navigation
- Owned the final mission and boss fight from Alpha stage through to post launch support, including writing custom scripting for enemy encounters to better accommodate the unique level design and experience goals of the boss fight
- Collaborated with all departments across multiple time zones in a mostly remote environment
- Owned, designed, and implemented new unreleased feature related to procedural content

#### Mission Designer

June 2018 –  
May 2022

#### Hangar 13 – 2K Games

#### Mafia: Definitive Edition, Canceled project

- Served as design owner for a major end-game feature, collaborating across multiple departments and time zones to develop, document, and implement the vision
- Independently created design documentation for new game systems and abilities
- Continued using in-house visual scripting language to construct new gameplay
- Learned in-house decision tree system to aid AI developers in debugging different enemy types during missions

- Jr. Mission Designer**    **Hangar 13 – 2K Games**    **Mafia 3, DLC “Sign of the Times”**  
 June 2015 – June 2018
- Owned three missions in Mafia 3 from Whitebox stage through post-release bug fixing, including the missions Kill Ritchie Doucet, Cut and Run, and Get Enzo Conti, and maintained design documents for those missions
  - Served as the point of contact for all departments to collaborate on the owned missions, including audio, art, and systems
  - Supported other Mission Designers as needed during the end of production, including assisting in cover system debugging across a large portion of the game world
  - In the third DLC, “Sign of the Times”, owned two missions from paper concept through post-release bug fixing, including A Little Closure and Harless Mansion

- TA**    **The Guildhall at SMU**  
 Jan. 2015 – May 2015
- Reviewed and gave constructive feedback on design documentation assignments made by the freshman cohort
  - Organized grades, feedback, and grading curves into Excel and Word documents the professor could review and comprehend easily
  - Played levels in Half-Life 2 Source engine designed by senior cohort designers and provided constructive feedback and assistance on further design iterations

- Scripting TA**    **The Guildhall at SMU**  
 June 2014 – July 2014
- Worked with children grades 6 – 12 in a 4-week summer camp to create short 2D games in Unity
  - Created custom scripts in C# for several children’s games, including gravity reversal, teleportation, camera field of view, and grappling hooks
  - Fixed errors and problems for every child daily, covering many aspects of Unity

## EDUCATION

<b>The Guildhall at SMU</b>	Professional Certificate in Digital Game Development	Jan 2013 – Dec 2014
Awards:	<i>Level Design Honors Award for “Xen Monsters”</i>	
<b>Texas A&amp;M University</b>	Bachelor of Arts, Anthropology	Aug 2008 – Dec 2011

## STUDENT DESIGN EXPERIENCE

For additional details including projects documenting my evolution as a designer please see my portfolio at <http://www.morgangoin.com/>