

# JIMMY STEORTS

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## *GAME DESIGNER*

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- ✓ Passionate and creative individual that gets teams excited about development.
- ✓ Fast learner with a thirst for knowledge that drives and inspires others to improve.
- ✓ Creative problem solver that sees issues coming and helps teams to avoid them.

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## *PROFESSIONAL HISTORY*

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### CARBINE STUDIOS – **CREATURE SPAWNER**

AUGUST 2010 – PRESENT

Hired as the first Creature Spawner at Carbine. Tasked with managing the creature population, controlling the pace and intensity of combat encounters through creature placement, and managing creature AI.

- Contributed to a successful prototype which is now the model for all content design.
- Collaborating with programmers to create new functionality for tools and AI.
- Scripting vignettes and staging interactions to give context to the world.

### RIOT GAMES – **DEVELOPMENT INTERN**

MAY 2010 – AUGUST 2010

Hired to playtest and give design feedback. Additional responsibilities include testing features and reporting bugs to verify functionality, content, performance, playability, and compatibility.

- Contributed to the level design of the game's third map, The Magma Chamber.
- Submitted champion kits to the Design Director to improve design skills.
- Offered a full time position at the conclusion of the internship.

### DAY 21 STUDIOS – **GAME DESIGNER**

OCT. 2009 – JUL. 2010

Initially hired to balance and final a Flash Tower Defense game. Quickly assumed additional responsibilities including concept and pre-production on the studio's next games.

- Devised numerous feature additions to the game to increase the variety of gameplay.
- Created the creeps, towers, and weapons, and balanced the game in two weeks.

### LONGTAIL STUDIOS – **GAME DESIGNER**

FEB. 2008 – OCT. 2009

Hired as the 2<sup>nd</sup> Designer and 8<sup>th</sup> employee of a new studio in Prince Edward Island, Canada to help the studio shift its focus from mobile games to the handheld and console market. Lead the design on the studio's first Nintendo DS and Wii games.

- Spearheaded the production of a tool that allowed designers to script world events.
- Hand-picked to be the game designer on Longtail's first concept development team.
- Built a working prototype of Best Friends Tonight using Neverwinter Nights as a proof of concept before the game's engine was ready.

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## *EDUCATION*

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VANCOUVER FILM SCHOOL – **DIPLOMA IN GAME DESIGN**

VANCOUVER, B.C. CANADA – 2007