

# Jack Makarov

Game Designer

Email: [jackmakarov22@gmail.com](mailto:jackmakarov22@gmail.com)

LinkedIn: [in/jmakarov/](https://in/jmakarov/)

Phone: +1(206)887-8525

Portfolio: [jackmakarov22.wixsite.com/website](http://jackmakarov22.wixsite.com/website)

## Skills

Game Design  
Rapid prototyping  
Design documentation  
Gameplay prototype scripting

Level Design  
Level blackout  
Design intent lighting  
Level scripting

Quest Design  
Quest scripting and writing

UI/UX Design and Wireframing  
C# and UE Blueprints

Teamwork and communication  
Time management  
Problem solving  
Self management

## Editors

Unreal Engine 4, 5  
Unity  
Divinity Engine 2

## Software

Visual Studio  
Maya  
Adobe Photoshop  
Adobe Premiere  
Reaper  
Jira  
Confluence  
Perforce

## Education

**Bachelor of Arts  
in Game Design**  
Spring 2022

**DigiPen Institute of  
Technology**  
Redmond, WA

**Bachelor of Science  
in Computer Engineering**  
Spring 2013

**Saint-Petersburg Polytechnic  
University** Saint-Petersburg,  
Russia

## Experience

### Game Designer - Unannounced project

Endeavor One, Inc. | VR | Unity

January 2023 - August 2023

- ❖ Created Action Blocks and prototypes for various game concepts and mechanics.
  - Scale feeling: convey the feeling of facing a massive enemy.
  - Super agent: immersive fantasy of being a sneaky infiltrator like Sam Fisher.
  - Narrative delivery: a compelling blend of gameplay and narrative as giant enemies fight each other and interact with the player.
  - Space station traversal: convey the scale and vastness of navigation in low G.
  - A series of direct combat action blocks with different styles and approaches to level layout and combat: head on direct, cover based, flanking based, mobility and parkour based, gadget based, long range, closed quarters, skirmish.
  - Variable enemy scale combat: compelling combat levels and encounters for different scales of enemies - player sized, significantly larger, building sized.
- ❖ Responsible for pre-production deliverables level design, blackout and scripting.
- ❖ Created paper designs, collaborated closely with engineering and art to implement various weapons, gadgets and gameplay mechanics, strike team work.
- ❖ Worked with leads to create Game Design Documentation.

### Game Designer - [Arashi: Castles of Sin - Final Cut](#)

Endeavor One, Inc. | VR | Unity

June 2022 - December 2022

- ❖ Developed improvements and additions to Game Design Documentation.
- ❖ Redesigned boss fights to provide more engaging and memorable experiences. -
- ❖ Scripted boss behaviors to demonstrate the design intent.
  - Added: a multi-phase behavior, boss "charging", falling rocks with telegraphing, boss stun when charged into a fallen rock, "tar pool", charge knockback, "hide and seek" behavior, phantom footprints telegraphing, audio telegraphing, redesigned boss arena layouts, experimental smoke density progression.
  - Projectile deflection mechanic concept, collaborated with another designer to deliver the final prototype version.
  - Boss arena layout analysis, paper redesigns, design documentation.
- ❖ Created Action Blocks for traversal puzzles and mechanics, stealth encounters.
  - Grappling hook interactions including a test implementation of physics interactions with the environment - pushing and pulling physical objects.
  - Lever with activation via a grappling hook, interfaced with other game scripting.
  - Drop ladders that could be shot or pulled down via grappling hook or lever.
  - Tree bridges that could be pulled down with VR-immersive physical interaction.
  - Complex stealth encounter areas inspired by Sekiro, Nioh and other games.

### QA Tester - [Halo Online](#), [Halo: The Master Chief Collection](#)

Saber Interactive | FPS | Halo Engine

May 2016 - July 2016

- ❖ QA testing for both Halo Online and Master Chief Collection for PC.

# Jack Makarov

Game Designer

Email: [jackmakarov22@gmail.com](mailto:jackmakarov22@gmail.com)

LinkedIn: [in/jmakarov/](https://www.linkedin.com/in/jmakarov/)

Phone: +1(206)887-8525

Portfolio: [jackmakarov22.wixsite.com/website](https://jackmakarov22.wixsite.com/website)

---

## Academic Projects

### Level Designer - Nebula Spike

Student Game Team | Racing | Unreal Engine 4

September 2021 - December 2021

- ❖ Built a spline-based racetrack generator with multiple customization options.
- ❖ Worked closely with the engineering to fix bugs and add features.
- ❖ Used my racetrack generator to build 4 levels of different difficulty for the final game demo.

### Level Designer, Creative Director - [Project NEON](#)

NeonWire | Action/FPS | Unreal Engine 4

September 2020 - April 2021

- ❖ Developed the original documentation for the core game concept.
- ❖ Coordinated with the producer to keep the theme focused and consistent.
- ❖ Managed and evolved the original game concept in response to emerging challenges and circumstances with a team of 13.
- ❖ Directed the development and implementation of the game mechanics.
- ❖ Built all of the campaign levels of the game.

### Technical, Systems, UI/UX Designer - [Flatline](#)

T-Hex | 2D Action Platformer | Custom Engine

September 2019 - August 2020

- ❖ Scripted the majority of the internal Unity prototype in C# to provide the programmers and artists with a reference and proof of concept.
- ❖ Built UI wireframes using Unity for the entire project.
- ❖ Collaborated with other disciplines in the team's custom engine.
- ❖ Designed the attack/movement system and partnered with a co-designer on polish and implementation into the custom engine.