
Felix Park

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Experience **Senior Systems Game Designer** – Aug. 22 - Sept. 23

Niantic, Inc. – Developer of Mobile Games

- Designed *Routes*, a tentpole feature on mobile title *Pokémon GO* introducing user-created content to the game. Over 11-month development: created, iterated on, and maintained game design for both internal development and external partner alignment; worked with Trust and Safety, User Research and Data Science teams to ensure safety, positive player sentiment and positive revenue impact; designed sub-features with input from LiveOps for later release as part of seasonal content; designed and implemented quest content and live-game data for feature activation.
- Managed department tools requests and feedback to increase velocity on tools improvements.

Tools Programmer – Jan. 19 - Jul. 22

Naughty Dog, LLC – Developer for Sony PlayStation

- Designed, implemented, and supported features for proprietary level editor, UI editor, Maya plugins, scripting IDE plugins, and other tools.
- Contributed to build pipeline and game engine codebases for tools needs.

Game Designer – Aug. 16-Dec. 18, Nov. 19 - Apr. 20

Naughty Dog, LLC – Developer for Sony PlayStation

- Designed and scripted on *The Last of Us Part II*, *Uncharted: The Lost Legacy*, and on multiplayer game prototypes.
- Responsibilities for single-player games included: implementing cinematic and narrative set-pieces in levels (including 3C design and tuning), iterating on and tuning game-wide interaction systems, combat encounter design, enemy/buddy AI scripting; coordinating production across all departments as implementation owner; polish and iteration responding to both internal playtest and focus test feedback; post-launch bugfix and patch support.
- Responsibilities for multiplayer games included: collaborating on game direction; designing and prototyping player abilities, HUD/UI, player control, and procedural gameplay systems.
- Created Maya plugins and standalone Python tools for animation and game design, created Python plugins for game design's scripting environment.

Contract Game Designer/Scripter – Nov. 15 - Aug. 16

Naughty Dog, LLC – Developer for Sony PlayStation

- Designed and scripted on *Uncharted 4: A Thief's End*.
- Designed and scripted *Uncharted 4* multiplayer co-op buddy AI.
- Created Maya plugins and standalone Python tools for animation and game design, created Python plugins for game design's scripting environment.

Software Engineer – Oct. 14 - Oct. 15

LOOT Interactive, LLC – Publisher/Developer of Console Game Ports

- Developed ports to consoles for *Back to Bed* (PS3, PS4, PS Vita) and *Electronic Super Joy* (PS4, PS Vita, Xbox One), in Unity.
- Developed demos for interactive entertainment experiences using Unreal Engine 4 and Unity.

Contract Designer/Developer – Aug. 14 - Oct. 14

Tombolo Interactive – Themed Entertainment and Experience Design Studio

- Implemented motion-controlled gameplay in Unity to client specifications for use in physical installation (themed entertainment).

Game Designer – Nov. 12 - May 14

Zindagi Games – Developer of Console and Mobile Games

- Worked on an unreleased PS4 action title.
- Tasks included mission/character/level/UI/UX design, prototyping and scripting, touchscreen control design, and pitch development.
- Designed and implemented game prototypes in Unreal Engine 4 and Unity.

Education **Carnegie Mellon University**
Entertainment Technology Center (ETC)
Masters of Entertainment Technology
Graduation: May 2012

Carnegie Mellon University
B.A. in Creative Writing and Professional Writing
Minor in Computer Science
Graduation: May 2010

Technical Skills Unreal Engine 5, Unity, C#, Python, C++, PyQt, Blender, Maya, Perforce, Git, Microsoft Office Suite, Google Workspace, Adobe Suite (Photoshop, InDesign, Premiere Pro, After Effects)