

Connor Norman

Senior Game Designer

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SNAPSHOT

- An accomplished game designer with experience developing levels, systems, and gameplay for over a dozen shipped titles with massive player bases, working with prominent developers such as Activision, Bungie, Disney, and Microsoft.

TECHNICAL SKILLS

- Significant experience with multiplayer, shooter, and mobile games
- Advanced Scripting & Basic Coding
- Strong Communication across various disciplines (*Art, Animation, Design, Engineering*)
- Extensive experience training and mentoring team members

CAREER EXPERIENCE

High Moon Studios

Sept 2015 - Present

Call of Duty - Warzone

- *No details available to disclose at this moment.*

Call of Duty - Black Ops: Cold War - Senior Level Designer

- Senior designer on single player campaign mission **[Redacted pending game release]**
- Prototyped & implemented map layout, mechanics, encounters, and player experience
- Coordinated extensively with Narrative, Animation, and Art teams
- Trained, mentored, and evaluated other designers' work

Call of Duty - Modern Warfare - Senior Level Designer

- Senior designer on single player mission **Hunting Party**
- Prototyped & implemented map layout, mechanics, encounters, and player experience
- Coordinated extensively with Narrative, Animation, and Art teams
- Trained, mentored, and evaluated other designers' work

Destiny 2: Forsaken - Senior Mission Designer

- Responsible for creating 2 Strikes (3 player) activities.
 - **Warden of Nothing** Strike highly praised by reviewers & community
- Senior designer on starting mission **Prison Break** for campaign.
 - Mission was selected to be featured at E3.
- Rebooted and remade Lost Sector (dungeon) encounters, including praised **The Empty Tank**.
- Prototyped & developed new mechanics, weapons, forms of traversal, and hazards.

Destiny 2 - Mission Designer

- Created multiple activities, dungeons, and encounters on the **Io** destination.
- Assisted in development of 3 player activity **The Pyramidion** Strike.

Vicarious Visions

Sept 2014 - Sept 2015

Skylanders Superchargers - Level Designer

- Worked on almost every level of *Superchargers* to create fun, challenging, and unique experiences.

- Extensive experience scripting intriguing puzzles, new mechanics, and complex scenarios, bringing all to a shipping quality state.
- Working heavily with the in-house Track Tools to create race tracks and arenas that feature fun gameplay and epic Hollywood moments.

Hitpoint

May 2012 - Sept 2014

Various Titles - Game & Systems Designer

- Shipped mobile titles including *How To Train Your Dragon: Dragon's Adventure* and *Disney Fairies: Hidden Treasures*.
- Closely worked with partner companies, preparing and delivering feedback and builds.
- Managed in-house design work for internal IPs, including working daily with engineering and art leads.
- Designed regular narrative and gameplay content updates for mobile and social games that reach an audience of several million users.
- This included designing levels, balancing single player missions, designing limited-time multiplayer "raid" events, writing character dialogue, quest creation, and designing future content for art teams to create for DeNA's *Hell Marys* and *Monster Launcher*.

Emergent Media Center

Aug 2009 - May 2012

Various Titles - Game Designer

- Worked with a client to create an educational game to teach business development and simulate real world economics. This project involved heavy interaction with the client and integrating their business model into a fun, informational, and easy-to-understand game for users not familiar with games.

Independent

2006 - Present

Various Mods & Side Projects

- Creating games independently and with small teams, ranging from creating mods with existing games, to larger projects utilizing Unity or Unreal.
- These roles allow me to write narrative, record voice actors, and edit videos/trailers, and to step out of my comfort zone and learn new skills.

SOFTWARE EXPERIENCE

- **Radiant (3+ Years)**
 - Call of Duty proprietary engine, analogous to Unreal
- **Unity (5 Years)**
 - Mobile & PC Development, Interfaces, Prototyping, Level Design
- **Grognok (3.5 Years)**
 - Proprietary Bungie engine
- **Unreal (2 Years)**
- **Maya (5 Years), 3DS Max (2 Years)**
 - Modelling, Unwrapping, Texturing, Basic Animating
- **Adobe Suite (10 Years)**

EDUCATION

Bachelors of Science in Game Design

- Champlain College, Burlington, VT
- Graduated 2012 - 3.8 GPA
- Team-oriented courses simulated production environments
- Studied abroad in Montreal, course training with Ubisoft and Behaviour Interactive staff.