

Jonathon Wilson

Snr. Game / Level Designer

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Profile

I am a skilled, creative and passionate Game/Level designer with 10+ years experience. In that time I have worked in both the Indie and AAA space, as well as time spent working freelance. Shipping titles across most major platforms including Playstation 4, PSVita, Switch, STEAM, mobile as well as Oculus VR platforms.

Industry Experience

Freelance Game/Level Designer (Feb 2021 - Present)

After a number of years working in Game development across both indie and AAA, I decided to switch to freelance to see how I could put my skills to use working with teams on a long or short term basis as well as offer one off consultancy. Roles I have held so far:

- Senior Level Designer, Variable State - **Unannounced** (Oct 2022 - present)
- Senior Game Designer, UsTwo Games - **Destiny: The Memories Between** (Feb 2021 - October 2022)
- Lead designer (consultancy), Sigtrap games - **Unannounced VR** (Oct 2021 - Jan 2022)

Level Designer, Hangar 13 (May 2019 - Feb -2021)

Working as a level designer on **Mafia: Definitive Edition** I was responsible for taking ownership of multiple missions and managing that workload effectively while also supporting junior designers. My main responsibilities included:

- Designing mission scenarios that honoured the original, but also offered a more modern design take
- Creating mission blockouts to refine mission spaces and better suit gameplay requirements
- Mission scripting: Mission flow, combat scripting, scripted events, narrative sequences, interactions

Lead Designer/Producer, Pocket Money Games (Aug 2018 - May 2019)

Working as a lead designer/producer I was able to continue practicing and developing my design skills while also offering management support as an acting producer. In my time at the studio I:

- Conceptualised and designed game mechanics and systems to establish core loops
- Created level blockouts that made best use of available gameplay mechanics for multiple games
- Provided development support on the Oculus Quest Superhot port

Game designer - Lead Designer, Coatsink, Sunderland (Mar 2015 - Aug 2018)

I started out as a junior but quickly moved into a more senior/lead position on multiple projects, ensuring design consistency throughout development. Responsibilities Included:

- Working with and managing designers to flesh out concepts and create compelling gameplay scenarios
- Conceptualise and document gameplay ideas and mechanics
- White boxing environments to assess level layout, game mechanics and gameplay viability
- Created C# level scripts to implement desired gameplay
- Led cross disciplinary teams to deliver fun and engaging levels
- Trained and helped to onboard new staff

Credits

- **Shu:** Design lead / **Esper 2 & collection:** Game Designer / **Augmented Empire:** Game Designer / **They Suspect Nothing:** Design Lead / **Shadow point:** Design lead

Skills

During my career I have developed a robust skill set that allow me to better understand development pipelines, processes and the importance of cross discipline communication. My main areas of expertise are in game and level design where I have honed the following skills:

- Strong design sensibilities and appreciation of technical constraints
- Strong level design skills, with a comprehensive knowledge of level design techniques and theory
- Experienced team lead, working with multiple departments to execute project goals
- Effectively able to use game engines and in house gameplay tools (**Unity & Unreal**)
- Good scripting knowledge in blue prints and C#
- Excellent written and verbal communication

Extra Curricular

Co-Host, **Level Design Podcast** (April 2019 - Present)

Small short form podcast where we gather to talk all things design with rotating guests in an attempt to analyse the various aspects of game and level design from different perspectives. ([Listen here](#))

Bafta Member (October 2019 - Present)

I have been a full BAFTA Games member since 2019 and continue to support BAFTA led initiative such as YGD, Games Committee, Voting process, Awards and upcoming talent.

- BAFTA Committee Member (2021 - present)
- BAFTA Games Games Design Jury chair (2022)
- BAFTA Games Narrative Jury Chair (2023)

Talks/Events

Throughout my career I have attended a number of events to exhibit, give talks and promote games. This has made me better equipped to deal with interviews and trade shows. I have experience with both consumer and industry events including EGX, REZZED, GDC, Unite, MCM and Pocket Gamer. My talks have always focused on game and level design mainly exploring the ideas of how to create navigable spaces, Design techniques and how they can be used to communicate with the player and the Level design processes.

Interests

I am extremely passionate about the games industry and have been working in the industry since graduation. Most of my free time is still spent playing, learning or talking about video games.

I am a big advocate for games in education and have been known to deliver talks to students at colleges and Universities about getting into games, and a few more focused development talks on game and level design. Recently I worked with NextGen and Warner Bros Discovery on the **Access x Rocksteady Games Academy** where I was the Game Design tutor for the program.

References

References available upon request.