Jacob Mills
Level Designer

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Personal Statement

A driven designer with 6 years of experience working on a diverse range of titles across a number of studios, adept at adapting to new genres, workflows and engines (with knowledge of Unreal and Unity). Reinforced by a deep understanding of each game, I strive to provide memorable experiences for players by encouraging creativity, pushing boundaries, and subverting player expectations. I am seeking opportunities where I can leverage my experience to contribute outstanding concepts and execution to fresh and innovative projects.

Game Industry Experience

Ubisoft Leamington, Ubisoft Toronto – Level Designer   *Sep 2017 – Nov 2020*

Projects: *Tom Clancy's The Division 2 & DLC, Unannounced Project, Far Cry 6*

Tools: *Snowdrop, Anvil, Dunia, Jira, Perforce (P4V)*

Responsible for prototyping, pitching, designing and delivering open world and mission content. Created initial blockouts focussing on combat, readability, and smooth navigation. Worked with artists and other disciplines to ensure these aspects were retained as the environments were brought to final quality. Scripted missions, ensuring they had appropriate pacing, distinct gameplay, fiendish puzzles and memorable setpieces.

On TCTD2 I worked on an early-game district of the Washington DC open world, then post-release on Classified Assignments DLC, a set of discrete missions showing the fall of DC, with more focus on narrative, collectables and puzzles. I joined Far Cry 6 late in the project, inheriting missions, responding to feedback and polishing content as the game approached pre-release milestones.

Tt Games – Junior Programmer, Junior Designer, Hub Designer   *Nov 2014 – Aug 2017*

Projects: *LEGO Worlds, LEGO Dimensions & DLC, LEGO Marvel's Avengers, LEGO Marvel Super Heroes 2*

Tools: *Tt Engine, SketchUp, Jira, TortoiseSVN*

Given ownership of entire hubs (open worlds) and their content throughout each game's development, responsible for prototyping to implementation and polish. As Tt is a relatively small studio, the role required versatility, and I effectively had responsibilities encompassing level design, game design and narrative design.

Sony Computer Entertainment – Software Engineer in Test   *Jun 2012 – Jul 2013*

Projects*: Numerous PS Vita SDK, PS4 SDK, SN Tools, and PhyreEngine updates*

Tools & Languages: *PhyreEngine, Visual Studio 2012, Bugzilla, Perforce (P4V), C++, Python, Lua*

An intern during the run up to the PS4 release, I worked with developers and testers from the UK, India and Japan, maintaining test plans and writing scripts to ensure stable releases of various SDKs and tools.

Free Radical Design – QA Technician   *Oct 2008 – Dec 2008*

Responsible for finding and logging bugs in a never-released AAA title for the PS3 and Xbox 360.

Education

Queen's University Belfast:	**1st Class Honours** in **MEng Computer Games Development**	*2009 – 2014*
A-levels:	Maths – **A**, Computing – **B**, Physics – **B**, General Studies – **A**	*2007 – 2008*
GCSEs:	5 **A***s (in Maths, Science, English), 3 **A**s, 3 **B**s	*2005 – 2006*

Interests

I have been a keen player of games from the moment my parents won a Mega Drive when I was 2 years old. Alongside my passion for design in games, I care deeply about diversity, inclusion, representation and wellbeing within the industry. As a typical nerd, I read and watch sci-fi and fantasy and listen to a weird variety of music, but also strive to maintain a modicum of fitness by running.