Morgan Goin

Level Designer & Scripter

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EMPLOYMENT HISTORY

Sr. Encounter Designer — **ZeniMax Online Studios** — **Elder Scrolls Online**

August 2024 – July 2026

- Rapidly ramped up on in-house engine, including completely new visual scripting language versioning for updates on a live MMO
- Worked as a Senior Encounter designer, designing and implementing boss fights and open world monster encounters from paper design through final bug fixing
- Collaborated with coworkers all over the world while working in a fully remote environment
- Created training materials for new employees as well as QA departments across ZMI parent company to better illustrate tools and processes, including annotated explainer videos uploaded to internal servers
- Identified and created documentation for parts of the pipeline that were missing coverage

Sr. Level Designer — **Arkane Austin - ZeniMax** — **Redfall**

June 2022 – July 2024

- Joined the team one year prior to shipping online multiplayer first-person shooter, rapidly ramping up on existing content and pipelines
- Immediately took on large scope performance and quality refinements in two open world zones to support AI behavior in an online multiplayer context, including enemy placement, patrols, vampire perches, cover, and navigation
- Owned the final mission and boss fight from Alpha stage through to post launch support, including writing custom scripting for enemy encounters to better accommodate the unique level design and experience goals of the boss fight
- Collaborated with all departments across multiple time zones in a mostly remote environment
- Owned, designed, and implemented new unreleased feature related to procedural content

Mission Designer — **Hangar 13 – 2K Games** — **Mafia: Definitive Edition, Canceled project**

June 2018 – May 2022

- Served as design owner for a major end-game feature, collaborating across multiple departments and time zones to develop, document, and implement the vision

- Independently created design documentation for new game systems and abilities
- Continued using in-house visual scripting language to construct new gameplay
- Learned in-house decision tree system to aid AI developers in debugging different enemy types during missions

Jr. Mission Designer — **Hangar 13 – 2K Games** — **Mafia 3, DLC "Sign of the Times"**

June 2015 – June 2018

- Owned three missions in Mafia 3 from Whitebox stage through post-release bug fixing, including the missions Kill Ritchie Doucet, Cut and Run, and Get Enzo Conti, and maintained design documents for those missions
- Served as the point of contact for all departments to collaborate on the owned missions, including audio, art, and systems
- Supported other Mission Designers as needed during the end of production, including assisting in cover system debugging across a large portion of the game world
- In the third DLC, "Sign of the Times", owned two missions from paper concept through post-release bug fixing, including A Little Closure and Harless Mansion

SOFTWARE

SCRIPTING

- C#
- Kismet
- Blueprint
- Lua
- Visual Scripting

ENGINES

- Unreal 3,4,5
- Unity
- Source
- Creation Kit
- CryEngine 3

TOOLS

- Photoshop
- 3DS Max
- Visual Studio
- Confluence
- Word/Excel
- Miro

SKILLS

DESIGN

- Gameplay Scripting
- In-game Cinematics
- Whitebox Prototyping
- Level layout and flow
- Receiving Critical Feedback

PRODUCTION

- Documentation
- Perforce (P4V)
- Scrum / Agile
- JIRA
- Task Tracking
- Cross-departmental Communication
- Multi-site studio

EDUCATION

The Guildhall at SMU — Professional Certificate in Digital Game Development

Awards: *Level Design Honors Award for "Xen Monsters"*

Texas A&M University — Bachelor of Arts, Anthropology