

# Jacob Mooney

Game Designer

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## SKILLS

- Project Management
- Design Documentation
- Quickly adapting to shifting requirements
- Presenting Designs to Stakeholders
- Creating and Managing positive company culture rituals
- Creative Writing & Content Editing
- Unity Prototyping
- Interfacing with outsourcers

## EDUCATION

Columbia College of Chicago  
(Class of 2013)

Bachelor of Arts in Game Design

Minor in Fiction Writing

## About

I'm always pushing for game designs that tell stories, engross us in characters, and use metaphor and context in illuminating ways to teach us more about each other and about ourselves. That requires an empathy that makes me passionate about company culture and about treating others right. I design board games and TTRPGs in my free time, continuing to think deep about how game mechanics can cause imaginary characters and worlds to come to life.

## EXPERIENCE

### Level Ex

#### **Game Designer - Oct 2018 - Present**

- Led Pulm Ex post-launch, designing foreign object removal and mass removal levels
- Co-led, and then led design on Cardio Ex, including multiple client projects and a complete refactor of Cardio Ex's front end and metagame
- Led design on Level Ex's new "HuddleUp" remote multiplayer platform, leading current HuddleUp game development
- Currently working on multiple design proposals to directly pitch to pharmaceutical and medical device companies

### Jackbox Games

#### **Playtest Manager and QA – Apr-Sep 2015 & Mar 2016 – Oct 2018**

- Created and maintained our list of volunteers
- Prepped and moderated each test, then created reports for the project leads based on the results
- QA tested each Party Pack across all platforms and logged bugs in JIRA

### Deep Silver Volition

#### **QA Tester (Agents of Mayhem) – Sep 2015 – Feb 2016**

- Located bugs on PC builds of the title and logged them into a Hansoft bug database

### Lively Ivy

#### **QA Coordinator (Gravity Ghost) – Jul 2014 – Jan 2015 & May 2016**

- Granted testers access to the game; introduced them to our QA process.
- Reproduced bugs found by testers and entered them into Pivotal Tracker.
- Communicated to the testers the state of the game, and testing objectives week to week.
- In May 2016, tested PS4 release candidate to ensure it followed Sony's TRC.