

# RICK LESLEY

## EXPERIENCE

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### **V1 Interactive | Redmond, WA**

*Disintegration (Playstation 4, Xbox One, PC | FPS / RTS Hybrid)*

**PvE Design Lead | December 2019 - Present**

**Game Designer | November 2017 - December 2019**

- Designed and tuned the Stagger and Evade/Dodge/Brace gameplay systems, key elements for the combat loop in both single-player and multiplayer
- Designed and iterated on level layouts and combat pockets for single-player and multiplayer, including routes, cover, readability and overall gameplay metrics
- Designed, created and balanced all AI behavior and related systems using UE4's Behavior Trees, including player-commanded units and all PvE enemies
- Led development of new gameplay mechanics from ideation through completion, coordinating and managing all involved departments
- Designed objectives, narrative beats, unique mechanics and overall progression for single-player mission content
- Conducted recurring in-depth reviews of content across all 12 missions, working with designers to improve mission scripting and pacing and establish the quality bar for ship
- Led coordination with level owners (design and art) to improve combat spaces and level flow

### **Runic Games | Seattle, WA**

*Hob (Playstation 4, PC | Third-Person Action-Adventure)*

**Senior Level Designer | March 2015 – October 2017**

- Co-designed entire overworld, multiple dungeons and overall game progression
- Created and scripted puzzles, combat and cinematics via visual scripting systems
- Designed puzzle and traversal mechanics, gameplay systems and enemies
- Designed, built and managed most interactable gameplay objects
- Set-dressed large sections of the game world
- Conducted user tests and collated feedback to iterate on world design and gameplay

### **Wargaming Seattle | Redmond, WA**

*Unannounced title (Unannounced platform | Multiplayer FPS)*

**Multiplayer Level Designer | April 2014 – March 2015**

- Whiteboxed multiplayer maps using a heightmap editor and 3ds Max
- Modeled 3D placeholder objects based on art direction and concepts
- Managed AI integration and game mode scripting
- Conducted routine multiplayer playtests and feedback sessions

## **Monolith Productions | Kirkland, WA**

*Middle-earth: Shadow of Mordor (Playstation 4, Xbox One, PC | Open-World Third-Person Adventure)*

### **Level Designer (Contract) | July 2013 – April 2014**

- Designed, scripted and managed mission gameplay and combat encounters using LithScript:
  - 45 Warchief Missions used by the Nemesis System
  - 5 unique Power Struggles with 50 variants used by the Nemesis System
  - 15 Weapon Challenge Quests including all Sword Quests and half of all Dagger Quests
  - All Vendetta Quests
- Iterated on owned mission content utilizing feedback from daily playtest sessions
- Designed custom gameplay systems for combat and cinematics

## **Turn 10 Studios | Redmond, WA**

*Forza Motorsport 5 (Xbox One | Racing Sim)*

### **Game Designer (Contract) | February 2013 – July 2013**

- Managed AI race spline implementation and polish, utilized by the Drivatar System
- Conducted track data analysis used by the Performance Index (PI) gameplay system to balance vehicle progression

## **Zombie Studios | Seattle, WA**

*Blacklight: Retribution (Playstation 4, PC | F2P Multiplayer FPS)*

### **Level Designer | June 2011 – February 2013**

- Created map layouts *Containment, Decay, Evac, Helodeck, Metro, Centre* and *Shelter*
- Designed, scripted and tuned Onslaught co-op horde mode and accompanying reward systems
- Decorated and set-dressed multiplayer levels in coordination with environment artists

## **The Amazing Society | Issaquah, WA**

*Marvel Super Hero Squad Online (PC | F2P MMORPG)*

### **Level Designer (Contract) | July 2010 – June 2011**

- Scripted all gameplay encounters for 9 different missions spanning a total of 19 levels
- Scripted 9 boss battles in coordination with Lead Systems Designer
- Whiteboxed level tiles and prototyped gameplay mechanics

## **TOOLS**

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UE4, AI Behavior Trees, Environmental Query System | Unity 2.5+ | Scripting tools (visual and text-based) | Perforce | Confluence | Jira | 3ds Max 2014 | SVN | OGRE3D

## **EDUCATION**

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### **Michigan State University | 2010**

B.A., Telecommunication, Information Studies and Media  
Specialization in Video Game Design and Development