

Jacob Mooney

Game Designer

 jacobdanielmooney@gmail.com

 914 275 5603

 jacobdmooney.com

 [linkedin.com/in/JacobDMooney](https://www.linkedin.com/in/JacobDMooney)

SKILLS

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

EDUCATION

Columbia College of Chicago (Class of 2013)

Bachelor of Arts in Game Design

Minor in Fiction Writing

About

I'm excited by game designs that tell us stories, attach us to characters, and wield metaphor and context to teach us more about ourselves and the people around us. I have an empathy for others that makes me passionate about company culture and about safeguarding the wellbeing of my coworkers. I like to lead by building trust and consensus, and by being deliberate about where we play it safe and where we swing for the fences.

EXPERIENCE

Wizards of the Coast (Magic: The Gathering)

Game Designer (Casual Play Design) - Nov 2021 – July 2023

- Tested all physical Magic: The Gathering cards releasing NOV 2022 through Q3 2024 from the perspective of the Commander Format, proposing buffs, nerfs, and redesigns as needed
- Led the design team for "Commander Parties" an event series held live in stores worldwide for the Commander Format

Level Ex

Lead Game Designer - Oct 2018 – Nov 2021

- 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 *Cardo Ex*'s front end and metagame
- Led design on Level Ex's *HuddleUp* remote multiplayer platform
- Designed and pitched game proposals 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

- Reported PC build bugs into a Hansoft database

Lively Ivy

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

- Onboarded volunteer testers, reproduced their bugs, and entered them into Pivotal Tracker
- Communicated to the volunteers the state of the game, and testing objectives week to week.
- Tested PS4 release candidate to ensure it followed Sony's TRC.