

Mario Di Pesa

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PROFESSIONAL SUMMARY

Veteran game designer with over 25 years of industry experience, specializing in level design, mission design, and narrative-driven gameplay. Passionate about crafting engaging, memorable player experiences through the seamless integration of gameplay, storytelling, and world design. I believe the most compelling games emerge when narrative and gameplay work together to elevate one another.

SKILLS and COMPETENCIES

- Level, Mission and Narrative design, Writing, Encounters, Puzzles and Combat Scripting.
- Experience with multiple Development Tools including Unreal 5, Frostbite, Maya, Photoshop and SketchUp
- Other skills: Creative writing, sketching, storyboarding, puzzle solving. Speaks fluent French and English.

EMPLOYMENT HISTORY

Turtle Rock Studios, Remote, Full Time ----- **10/2023 – 09/2026**
(2 years, 11 months)

Unannounced Project – Upcoming: Sr. Mission designer

Ascendant Studios, Remote, Full Time ----- **07/2021 – 09/2023**
(2 years, 2 months)

Immortals of Aveum – 2023 (PS5, Xbox, PC): Sr. Level designer

- Single-player campaign level-design.

WolfEye Studios, Remote, Contractor ----- **02/2020 – 06/2021**
(1 year, 4 months)

Weird West – 2022 (PS4, Xbox, PC): Sr. Level designer/Writer

- Multiple design-related tasks including Level-design, Narrative design, Scripting and Writing.

Electronic Arts (Motive), Montreal, QC ----- **06/2016 – 02/2020**
(3 years, 8 months)

Star Wars: Squadrons – 2020 (PS4, Xbox One): Sr. Level designer

- Mission design on multiple campaign missions for space shooter.

Anthem – early 2019 (PS4, Xbox One): Sr. Level designer

- Level design on unreleased post-launch Live Service content.

Star Wars: Battlefront II – 2017 (PS4, Xbox One): Sr. Level designer

- Level design and Narrative design on multiple levels for single player campaign.

Kabam, San Francisco, CA ----- **11/2014 – 04/2016**
(1 year, 6 months)

Star Wars: Uprising – 2015 (IOS, Android): Sr. Level designer

- Level design on Star Wars themed *Dungeon crawler* mobile RPG

2K Marin, Novato, CA ----- **03/2009 – 10/2013**
(4 years, 8 months)

The Bureau: XCOM Declassified – 2013 (Xbox 360, PS3): Level designer

- Level layout, combat and narrative scripting on multiple levels.

Bioshock 2 DLC (Minerva's Den) – 2010 (Xbox 360, PS3): Level designer

- Level layout, combat and narrative scripting on final level.
- Bioshock 2 DLC (Protector Trials)* - 2010 (Xbox 360, PS3): Level designer**
- Level layout and combat scripting on two challenge-levels.
- Bioshock 2* - 2010 (Xbox 360, PS3): Level designer/Narrative designer**
- Level Design on narrative-centric level *Persephone Outer*.
- Scripting for in-game narrative and gameplay events in multiple levels.

Crystal Dynamics, Redwood City, CA ----- **-10/2007 – 03/2009**
(1 year and 6 months)

- Tomb Raider: Underworld DLC (Lara's Shadow)* - 2009 (Xbox 360, PS3): Senior designer**
- Working in the capacity of camera lead.
 - Responsible for the tuning of all systems cameras, all camera authoring and for the creation and implementation of all in-game cinematics.
- Tomb Raider: Underworld DLC (Beneath the Ashes)* - 2008 (Xbox 360, PS3): Senior designer**
- Responsible for the creation and implementation of all in-game cinematics and some camera authoring
- Tomb Raider: Underworld* - 2008 (Xbox 360, PS3): Senior designer**
- Responsible for the creation and implementation of all in-game cinematics.
 - Some systems cameras tuning and special navigation cameras authoring.
- Unannounced Project* - 2007 (Xbox 360, PS3): Senior designer**
- Responsible for mission design, level layout, narrative, combat, puzzle and traversal setups.
 - Project was canceled in order to focus resources on development of TR: Underworld.

Ubisoft, Montreal, QC ----- **-03/1998 – 09/2006**
(8 years and 6 months)

- Splinter Cell: Double Agent* - 2005 (Xbox, PS2): Narrative scripter**
- Scripting and camera work for in-game cinematics.
 - Storyboards, animatics and final integration of VO, animations and sfx for in-game scripted events.
- Splinter Cell: Double Agent* - 2005 (Xbox, PS2): Coop level designer**
- Mission design for coop campaign.
- Far Cry: Instincts* - 2004 (Xbox): Level artist / Level designer (Single and Multiplayer)**
- Was part of the core team that developed the *Far Cry: Instincts* concept.
 - Level art and Level on single and multiplayer maps including E3 demo
- Dirty Works* - 2003 (Xbox, Cancelled): Level architect**
- In charge of laying out a city-cape for an ultimately cancelled open-world game.
- Donald Duck: Goin' Quackers* - 2002 (GC Port): Level artist**
- Optimization of graphics for GC port of the game and bug fixing.
- Tarzan Untamed* - 2001 (PS2): Level artist**
- Level art work on one water-ski map, one jungle map and the crocodile boss fight map
- F1 Racing Championship* - 2000 (PS): HUD designer / Texture artist**
- Design of all menus and interfaces in the game and optimization of car textures.
- Tonic Trouble* - 1999 (N64/PC): Modeler / Texture artist**
- Modeling, texturing and lighting of level environments.

EDUCATION

UCLA Extension , Los Angeles, California	2010 – 2012
▪ Certificate in Feature Film Writing	
Institut Icari , Montreal, Canada	1997 – 1998
▪ Associate's Degree in 2D/3D Animation	
Université du Québec , Montreal, Canada	1994 – 1997
▪ Bachelor in Fine Arts	
St-Laurent College , Montreal, Canada	1991 – 1994
▪ College degree in Arts	