

# JEREMY LE

## GAME DESIGNER AND RESEARCHER

### CONTACT

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www.jeremyle.com

408 • 781 • 9519

## WORK EXPERIENCE - ACTIVISION

### JUNIOR DESIGNER (2016 – 2017)

**Activision Central Design** is a central powerhouse; a small team of experts that supports and consults for all of Activision's studios, such as Infinity Ward, Treyarch, Toys for Bob, and its partners, like Bungie.

Worked on-site at **Infinity Ward** with the multiplayer and UI design teams on *Call of Duty: Infinite Warfare*, handling design for multiplayer's player progression and loot systems. Designed the Mission Team factions from concept to completion, created wireframes for frontend menus, designed, wrote, and coached performance for the Armory Quartermaster, documented and communicated guidelines for all loot.

At **Activision**, analyzed and documented game mechanics in competitor games for research and development, to coalesce ideas, inform decisions, and define best practices for our games' core gameplay, metagames, and monetization schemes. Provided expert feedback to studios on unannounced projects of multiple genres.

### USER RESEARCH ASSISTANT (2014 – 2016)

### USER RESEARCH LEAD MODERATOR (2013 – 2014)

### USER RESEARCH MODERATOR (2012)

Designed, coordinated, and conducted weekly user tests with consumer playtesters to identify issues in game design and usability, in partnership with studio dev teams on multiple titles and franchises. Personally observed over **2,000 hours** of *Call of Duty* gameplay during testing.

**Central User Research** provides diverse feedback, including game usability, fun and satisfaction, story/visual appreciation, player progression, and difficulty balancing. Correspondence with dev teams and iteration between tests validate changes and improve game quality.

Provided expert reviews and rapid prototypes to find solutions for developers. Maintained the department's hardware/software infrastructure, including console test kits, video editing, video archives, and our custom studio-wide live streaming service.

## GAME PROJECTS

Call of Duty: Infinite Warfare (2016)

Call of Duty: Black Ops III (2015)

Call of Duty: Advanced Warfare (2014)

Call of Duty: Ghosts (2013)

Call of Duty: Black Ops II (2012)

Call of Duty: Modern Warfare 3 (2011)

Skylanders Superchargers (2015)

Skylanders Trap Team (2014)

Skylanders Swap Force (2013)

Skylanders Giants (2012)

Ghostbusters (2016)

Guitar Hero Live (2015)

Transformers Devastation (2015)

Tony Hawk's Pro Skater 5 (2015)

The Legend of Korra (2014)

Geometry Wars 3: Dimensions (2014)

Call of Duty: Heroes (iOS) (2014)

Transformers: Rise of the Dark Spark (2014)

The Amazing Spider-Man 2 (2014)

Call of Duty: Strike Team (iOS) (2013)

Unannounced Activision projects

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## EDUCATION

### B.A. INTERACTIVE ENTERTAINMENT

University of Southern California, Class of 2012

- Game design fundamentals
- Game critical studies
- Prototyping and iteration
- User interface / user experience design
- Programming and scripting
- Film writing, production, and editing

## TECHNICAL SKILLS

### GAME DEVELOPMENT

Perforce

JIRA/Confluence

Unity

Unreal

### PRODUCTIVITY AND COMMUNICATION

Microsoft Excel

Microsoft PowerPoint

Microsoft Visio

### ART AND ANIMATION

Adobe Photoshop

Adobe Illustrator

Autodesk 3DS Max/Maya (limited)

### VIDEO BROADCAST/EDITING

Telestream Wirecast

Open Broadcaster Software (OBS)

Adobe Premiere/AfterEffects

Final Cut Pro

### PROGRAMMING LANGUAGES

C# (limited)

C++ (limited)

ActionScript 3.0

## REFERENCES

### Jason Leigh

Senior Systems Designer, Central Design

Activision

jleigh@activision.com

### Phil Keck

Manager, User Research

Activision

pkeck@activision.com

### Matt Streit

Manager of UX Research

Scopely

mstreit@scopely.com

## TRIVIA

### Trumpet player & squad leader

USC Trojan Marching Band (2008-2012)

### Spoken languages

English

Vietnamese

Rat

### Wacky college project

Benjamin Salisbury

and the Clockwork Zombies (2012)

### Favorite games of all time

Dark Souls

The Legend of Zelda: The Wind Waker

Overwatch

Shadow of the Colossus

Super Smash Bros. Melee