DAVID MILNE

3-1616 West Broadway, Vancouver, V6J 1X6 | davidmilne05@gmail.com | 778-872-7217

SKILLS |
- Experienced in the production of mobile games in a Live-Ops setting.
- Strong understanding of monetization and retention strategies on the mobile platform.
- Experienced with Agile/SCRUM methodologies.
- Experienced in designing level and mission designs from paper plan to final product.

PROFILE |
Able to work independently or as part of a team / able to lead a team / willing to learn / creative / driven / patient / enjoys new challenges.

JOB EXPERIENCE |

HOTHEAD GAMES GAME DESIGNER

MARCH 2017 - PRESENT

- Use scripting and in-house game engine to design satisfying and creative levels for live mobile FPS game.

- Collaborate with artists and programmers to guide the implementation of missions and features.

EAST SIDE GAMES GAME DESIGNER

NOVEMBER 2015 - MARCH 2017

- Balanced and maintained the in-game economies of Pot Farm (Facebook) and Pot Farm: Grass Roots (Android).

- Designed and implemented new features and live content such as quests, promos, and in-game assets with the goal of improving monetization and retention.

EAST SIDE GAMES QUALITY ASSURANCE ANALYST

JANUARY 2015 – NOVEMBER 2015

- Employed both scripted and exploratory testing to help maintain the overall quality of Pot Farm, and Pot Farm: Grass Roots.

- Wrote and regressed bugs, and conducted root cause analysis on any QA escapes.

EAST SIDE GAMES COMMUNITY SUPPORT

NOVEMBER 2014 – JANUARY 2015

- Answered and addressed player concerns and issues through support tickets and social media platforms.

EDUCATION |

VANCOUVER FILM SCHOOL, VANCOUVER, BC
OCTOBER 2013 - OCTOBER 2014

Game Design Program - Diploma

UNIVERSITY OF LETHBRIDGE, LETHBRIDGE, AB
SEPTEMBER 2008 – DECEMBER 2012

Bachelor of Arts and Science in History

REFERENCES | Available Upon Request