Max Arnold
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Game Design Generalist
(778) 997-2871

EXPERIENCE

LEAD QUEST DESIGNER | Kabam Games | February 2024 - November 2024

Responsible for Team Leadership, Project Planning, and Interdepartmental Collaboration on **Marvel Contest of Champions.**

- Managed a team of 6 Quest Designers, as well as a 5 person Narrative Team.
- Applied task-based strategic planning to quest content roadmaps, managing scope vs. capacity inside both long and short term development runways.
- Uplifted Quest Department culture by empowering Quest Designers to own more design, and establishing protected time for professional development.
- Consolidated and streamlined quest development pipelines by leveraging templated processes and removing interdepartmental bottlenecks.
- Instituted a data-driven process for reviewing content which allowed for deeper gameplay analysis that improved our monthly and quarterly experience for players.

SR. QUEST DESIGNER | Kabam Games | August 2022 - February 2024

Responsible for Quest Development, Narrative, Mentoring, and Tool Development on **MCoC**.

- Successfully onboarded a Quest Design Lead, 7 Quest Designers, 3 Associate Producers, and 1 Development Director while actively improving onboarding resources for the team.
- Used data to conduct thorough investigations into areas of KPI decline in quests, implementing problem-solving techniques to enrich content and boost KPIs.
- Pursued and delivered on multiple tool improvements to increase developer efficiency and minimize the potential for human error using proprietary tools.
- Established unified design language and goals for all Quest Designers to help bring greater alignment between game modes and content.
- Provided design direction and feedback on more than 60 ownable Champions with unique gameplay loops and mechanics, as well as 8 bespoke bosses designed for solo campaign Story Quests.

NARRATIVE DESIGNER | Kabam Games | August 2021 - August 2022

Responsible for Quest Development, Narrative Planning, and Creative Writing on **MCOC**.

- Drafted the long-term roadmap for single player Story Quests, spanning several multi-year narratives and ensuring developmental alignment across multiple departments.
- Collaborated with Marvel to develop 5 unique custom ownable characters inside MCOC.
- Wrote plot outlines, scripts, and in-game messaging for more than 20 monthly events and 36 solo Story Mode releases.
- Bolstered and balanced the annual Champion Release Roadmap by incorporating gameplay and meta requirements into the planning process.
- Generated holistic narrative direction for MCOC through collaboration with stakeholder departments and Marvel Games.
- Contextualized content and game modes with narrative wrappers that served as themes for both gameplay and visuals.
- Provided narrative support for mixed-media marketing campaigns and events, including comics and movie releases.

QUEST DESIGNER | Kabam Games | July 2018 - August 2021

*Responsible for Quest Development, Encounter Design, and Feature Development on **MCOC**.*
- Overhauled the single player Story Mode by establishing product goals and design direction to increase overall quality while reducing the volume of necessary work.
- Designed, implemented, iterated, and finalized more than 50 different quest maps across 4 different game modes including layouts, encounters, and rewards.
- Assembled almost 5000 combat encounters with more than 200 bespoke boss fights using a library of nearly 200 Champions and thousands of additive encounter effects.
- Generated more than 500 unique additive mechanics and systems for use and reuse inside encounters, including 5 complex synergizing systems custom built for Story Mode.

GAME DESIGNER | Cloudhead Games | July 2016 - June 2018

*Responsible for Gameplay and Level Design on **The Gallery EP 2: Heart of the Emberstone.***
Gameplay and Level Design
- Self managed 18 months worth of deliverables and deadlines as a 1-man Design Department from Pre-Production to Final.
- Worked collaboratively to design and implement 20 different puzzles utilizing 11 different game mechanics across all 4 of Heart of the Emberstone's main levels.
- Owned the design and oversaw implementation of a custom save system serializing hundreds of player actions, positions, and states.

Additional Responsibilities
- Collaborated with the Narrative Lead to ensure narrative and gameplay beats synergized to produce excellent pacing for both throughout the game.
- Assisting the Art Department by drafting concept art for dozens of props and environments.
- Assisted Cinematic Design by whiteboxing and animating 3 essential cinematic events.

SKILLS & EDUCATION

- **Unity 6** + **C#**
- **Unreal 5** + **Blueprints**
- **Word, Excel, Visio**
- **Google Docs, Sheets, Slides**
- **Photoshop, Jira, Trello**

Honors Game Design Diploma | Vancouver Film School | 2015
- Awarded Best Game Design Document in Class
- Awarded for Excellence in Level Design

HOBBIES

Avid Tabletop RPG Gamer

- 25+ Years of experience planning, executing, and iterating on tabletop gaming adventures for players as a Dungeon/Game Master.
- Extensive experience researching, documenting, and crafting custom NPCs, encounters, and worlds.