



# DAVE WHIFFEN

## GAME & LEVEL DESIGNER

Toronto, ON

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<http://www.davewhiffen.com/>

### EDUCATION

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**GEORGE BROWN - GAME DESIGN (POST GRADUATE): with Honours**  
Toronto, Ontario



**RYERSON UNIVERSITY - RADIO AND TELEVISION ARTS: with Honours**  
Toronto, Ontario  
Bachelor of Arts in Media Production (formerly Radio and Television)

### EMPLOYMENT EXPERIENCE

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#### RISE & FALL 2019-Present

*Game Director, Game & Level Designer*

- Responsible for **shipping 4 annual** substantial updates every year, along with over **200+ minor fixes** and improvements to commercial indie product. Been in charge of **vision and direction** of game from **initial jam**, to **Steam** release, followed by **4 years** of updates and service.
- **Design** of all **gameplay elements**, flow, feel, juice, and second-to-second. Coding where needed. Design of **AI players** and **enemies**, as well as **hazards, stages, arenas** to create **unique encounters** in a fast paced action game, along with **single player** platformer component.
- Responsible for **ongoing tuning**, quality of life and new feature development based on **player feedback** through Discord, live events, and forums.

#### GEORGE BROWN COLLEGE 2022-Present

*Professor, Game Design, Post-Graduate Program*

- Teacher: Game Production Thesis I, II, and Game Experiential Project (DESN 1122, 1123, DESN 1072) [Three Sections]
- Responsible for **Teaching**, Coaching, and Mentoring 40+ Game Designers and Concept Artists in a small studio environment.
- Teaching them all the things they need to learn about being a designer and **starting their own studio**, from programming to pitching, to prototyping, hiring teams and **shipping a project**.
- **Designing** and **developing lessons** and structure where needed to address pain points in curriculum.
- Responsible for **shipping 8-10 indie** student games for LevelUp Showcase each year.
- Responsible for starting multiple studios, several Steam releases, and several dozen Itch IO projects.

### SKILLS

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Unity, Rider, C#, ProBuilder, Git, Unreal, Visual Studio, C++, Blender, Maya, Photoshop, Miro, Clickup, Trello

### AWARDS

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2022 LevelUp Showcase – Achievement in Technical Innovation: 8<sup>th</sup> Place (out of 100)

### REFERENCES

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Available upon request.