

Manny Diaz

LEVEL DESIGN DIRECTOR

MANNYDIAZDESIGN.COM MANNY.J.DIAZ@GMAIL.COM LINKEDIN.COM

Award-Winning Design Director with international game development experience including: Design Direction, Design Management, Cross-Studio Collaboration, Mission Design, Open World Design, Procedurally Generated Game Space and Logic, Mission Scripting, Co-op and Multiplayer Ecosystems, Narrative and Combat Pacing, Boss Battles, Media Training, Marketing Treatments, Creative Brief and Spec Writing, Game Writing, Voice Actor Co-Direction, Cinematic Creation, Video Editing, Systems Tuning, Environmental Staging, QuickTime Event Design, Corporate & Industry Presentations, Consumer-Facing Marketing Videos, Film and Game Production

Experience

Ubisoft Reflections – Level Design Director

Projects: *Tom Clancy's The Division, Underground DLC*

Time Line: August 2015 – Present

Key Achievements:

- Open World - Level Design Direction for Entire Project Across All Studios
- Main Missions - Level Design Direction for 9 events
- Delivered highest rated mission content as validated by internal and external playtest scores
- Development of Level Design best practices for implementation across collaborating studios
- Development of Rules and Logic for Procedural Generation of Game Space & Mission Objectives
- Development of design blueprint to account for emotional arc, mission progression, and variety ingredients (Rational Level Design, Rational Game Design)
- Hiring and Development of Level Design Department
- Media Trained
- International press tours including Twitch Live Stream, Online and Print Media, Live On-Stage Presentation
- Contribution to development of consumer-facing marketing trailer
- Selected for a 2nd time to represent Ubisoft in an international recruitment video
- Selected to represent Ubisoft Reflections at Asia Pacific Game Summit & Develop industry events
- Video direction and treatment writing for studio update videos to be shared internationally in co-dev

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Ubisoft Reflections – Lead Level Designer

Project(s): *Watch_Dogs*

Time Line: June 2012 – September 2013

Key Achievements:

- █ Lead team of 13 designers to deliver content on time and up to quality
- █ Developed implementation best practices for the design team
- █ Served as Interim Lead Game Designer
- █ Worked with Producers and Directors from co-development studios in Europe, Canada, and US
- █ Developed project schedule for design team
- █ Selected to represent Ubisoft in an international recruitment video
- █ Selected to represent Ubisoft Reflections at TIGA industry event
- █ Studio presentations in office and at external venues
- █ Video editing for studio presentation

Volition Inc. – Design Director, Lead Mission Designer, and Designer

Projects: *Saints Row: The Third, Saints Row: The Third DLC Packs, Unannounced Next-Gen Project*

Time Line: February 2010 – June 2012

Key Achievements:

- █ Directed three profitable projects to a delivery both on time and on budget
- █ Earned multiple awards and positive mentions in press for mission content
- █ Generated level layout tools and best practices for content creation
- █ Designed and implemented vertical slice demo for corporate
- █ Reported daily to studio directors about progress and roadblocks
- █ Organized and facilitated game progression meetings that covered the entire scope of project
- █ Pitched a fully-fledged companion app to our Unannounced Project in a large studio meeting
- █ Designed and implemented 8 main story missions using a proprietary game editor
- █ Designed, implemented, and balanced 3 entirely unique boss battle systems
- █ World building for 4 interior and 6 exterior environments
- █ Vehicle, weapons, and combat tuning

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Pandemic Studios – Designer, Chatter Writer, Associate Producer, Production Coordinator, QA
Projects: *Star Wars Battlefront, Mercenaries, *Ford Mustang the Legend Lives, Star Wars Battlefront II, Full Spectrum Warrior: Ten Hammers, Mercenaries 2, Mercenaries 2: Blow it up Again DLC, The Saboteur*
February 2004 – November 2009

Key Achievements:

- Designed and implemented unique missions in proprietary game editor
- Created dozens of custom in-game cinematics
- Wrote and implemented chatter
- Created an extensive high and low level Mercenaries 3 proposal
- Scheduled Design and Audio Departments Oversaw roughly a dozen development pods/scrumms
- Coordinated and assembled weekly build reviews for a 100+ person team
- Coordinated press events
- Coordinated QA teams to target specific game modes in MP and SP
- Served as liaison between Lucas Arts and Pandemic Studios QA
- *Chief TRC/TCR testing responsibilities for Ford Motor Company

Education:

Bachelor of Arts – English Literature / Minor Political Science, University of California, Los Angeles

Honors and Awards:

[Giant Bomb's 2011 Mission of Year](#), [Game Informer Top Moment](#), [THQ's Top Ten Best Games All Time](#)

Game Engine Knowledge:

Unreal, Unity, Radiant, FED, Infinity, SMED, CTG, Snowdrop

Programming/Scripting Knowledge:

LUA, HTML, CTG Visual Script

Software Knowledge:

Full MS Office Suite, Photoshop, Dreamweaver, Sony Vegas, After Effects, Audacity, Movie Maker

*Full CV and reel available upon request