

[Clayton Kisko]

ckisko@gmail.com
732.684.6468

www.Claykisko.com
www.linkedin.com/in/claykisko

12732 10th Ave NE
Seattle, WA 98125

[Objective]

To be a linchpin on a talented team using my hard work, dedication, communication, and passion to create highly polished experiences.

[Career Skills]

- 14 years of team, creative, and design leadership
- 26+ shipped titles (PC, Xbox, Playstation, Mobile, Tablet, Facebook)
- Creating, managing, and directing live content for millions of players
- Mission, quest, event, boss & encounter design
- Creating, polishing, & balancing design systems
- Weapon systems, player progression systems, & player controls
- Level design (8 titles, 80+ levels)
- Free to play, multiplayer, & social game design

[Software Skills]

- Boss and encounter scripting
- Unity 3D and Unity Script
- Excel Scripting
- C#, JavaScript, C++, XML, and LUA
- Unreal Editor and Kismet
- Adobe Packages
- 3DS Max, Maya, and XSI

[Career Related Work Experience]

Bungie– Destiny 2, Staff Designer & Creative Leader, 2022-Present

- Led a group of multi-disciplinary leads and ICs, shaping the long-term vision and design of the core game's activities and events.
- Led and collaborated with multiple leads and ICs to maintain the Episode Revenant's vision and high bar of quality.
- Championed data-informed iteration, using analytics to refine activities post-launch and influence future content roadmaps.
- Elevated design quality and cohesion by establishing frameworks for combat pacing, rewards tension, and meaningful progression in activity loops.
- Streamlined cross-team workflows by implementing structured design review practices and standardized documentation.
- Mentored design peers and contributed to broader design process improvements across the studio as the Activities Craft Lead.
- Released high quality activities for; Season of the Haunted, Season of Seraph, Season of the Deep, Season of the Wish, Into the Light:
 - Architected flagship seasonal activities that sustained or improved key player engagement metrics.
 - Led vision, design, and delivery for seasonal activities with engagement impacts across core and casual player segments.
 - Partnered cross-functionally to align teams on player experience goals, design quality, and release milestones.

Bungie– Destiny 2's Season of the Hunt, Season of the Splicer, and 30th Anniversary, Senior Game Designer, 2020-2022

- Activity Designer on the Hawkmoon exotic quests that successfully reacquired players and retained them week over week.
- Activity Designer and Feature Owner for Override, S14's 6-player match made activity.
 - 4 variants across 4 destinations, and 5 races
 - 3 bosses each with their own small and unique mechanic
- Feature Lead and key contributor to Dares of Eternity, the 30th Anniversary's flagship activity.
 - 5 variants for each of the two encounter spaces with their own faction specific mechanics.
 - Designed crafted and managed 3 unique boss experiences

ArenaNet– Guild Wars 2's Path of Fire Expansion and 3 Live Seasons, Team Lead & Senior Game Designer, 2016-2020

- Lead a multi-disciplined team to deliver high quality content that meets the standards of a modern AAA MMO in an 11-month dev cycle.
- Drove creative solutions and problem solving to meet deadlines, a shrinking pool of resources, and an increasingly high bar of quality.
- Worked with rewards and commerce teams to design polished reward loops and in-game items to monetize which contributed to surpassing multiple revenue projections.
- Designed and implemented high-quality open world content that scales from 1 to over 100 players using our in-house scripting language.
- 44 public events, 15+ boss encounters, 36 vista cinematics, creature & resource spawning on 4 maps, map creation, and world building.
- Worked with marketing and community teams to deliver insightful, exciting, and eventful information to press and the GW2 community through interviews, online shows, forums, and event tours.

Glu Mobile – Deer Hunter 2016, Lead Designer, 2015-2016 (iOS, Android)

- Lead Content/Live Designer managing 7 designers shipping bi-weekly content by using creativity, analytics, and cost savings techniques.
- Led a multi-disciplined team and designed all the systems for a prototype that would lay foundations for future games.
- Created, and polished all weapon systems and the franchise's first ever set of PvP guns using analytics, spreadsheets, and excel formulas.
- Planned, developed, managed, and shipped 30+ regions, 60+ levels, and over 4,000 missions across multiple titles.
- Ownership of the live team's internal schedule, tools, and structure to increase efficiency across multiple disciplines including design.
- Used the successes and lessons from DH14 and Dino to establish the blueprint of DH16's single player and event content, laying a foundation for other designers while also cutting down the time to produce content by 50% without sacrificing quality.

Glu Mobile – Dino Hunter: Deadly Shores, Lead Designer, 2014-2015 (iOS, Android)

- Led and managed 3 designers shipping bi-weekly content with 100% timeliness, simultaneously leading the DH14 content team.
- Applied design practices from DH14 onto Dino to establish a content pipeline to help earn \$12 mil in revenue and a 4.5 app store rating.
- Grew as a design manager by mentoring multiple designers, giving performance reviews, and establishing 1on1s to build communication.

Glu Mobile – Deer Hunter 2014, Lead Designer, 2013 – 2015 (iOS, Android)

- Led a design team of 5, releasing 70+ updates in 2 years with 100% timeliness, resulting in \$50 mil in revenue and a 4.5 app store rating.
- Built a content plan that raised the daily revenue by 40% for 6 months.
- Established the blueprint for event-based content for future events that helped lift revenue by 45% on a monthly basis.

Jawfish Games Inc – Jawfish Words/Jawfish Poker/Jawfish Bingo, Senior Designer, 2012-2013 (iOS, Android, Kindle, Facebook)

- Led a multi-disciplined team as a Senior Designer for *Jawfish Words*, a multiplayer, social, and F2P game.
- Rapidly created and scripted prototypes for four future multiplayer games in various genres (trivia, rpg, puzzle) in Unity 3D.

Robomodo - Tony Hawk HD, Senior Designer, 2011-2012 (Xbox 360, PS3)

- Scripted all game play controls, all achievements, content on all 10 levels, and all the physics through Unreal Kismet.
- Led the design team for game design related downloadable content by managing junior designers and their work.
- Created milestone presentations for each discipline to keep the game's vision and schedule aligned and on target.

Robomodo - Big League Sports (Kinect Title), Game Designer, 2011 (Xbox 360)

- Designed and scripted five game modes and their AI, objectives, and player controls with Unreal Kismet.

Robomodo - Shelved Tony Hawk: Shred Sequel, Senior Level Designer, 2010 (Xbox 360, PS3, Wii)

- Led a pod of artists and designers to design and implement the game's showcase level through Scrum management.

Robomodo - Tony Hawk: Shred, Level Designer, 2009-2010 (Xbox 360, PS3, Wii)

- Designed two snowboarding and six skateboarding levels from concept to completion using in-house tools.

Robomodo - Tony Hawk: Ride, Junior Level Designer & Game Designer, 2008-2009 (Xbox 360, PS3, Wii)

- Designed three levels and scripted all three of their game modes for each, from concept to completion using in-house tools.

EA - Madden 09, Student/3d Modeler Intern, 2007-2008 (Xbox 360, PS3)

[Education]

BA in Interactive Design and Game Development, Savannah College of Art and Design (SCAD), 2004-2008

[Awards and Accolades]

DePaul University, 2010-2012

- Substitute taught *Introduction to Game Design*.
- Reviewed, critiqued, and provided feedback to graduate game design projects and portfolios.

IGDA Chapter Co-Founder, 2008

Game Developer Exchange (GDX), 2007-2008

- Best board game design for *Temple Dash* and featured on Game Career Guide
- Best digital game for *TANK!*