

GARRY MCGEE

Game Developer & Designer

CORE COMPETENCIES

GAME DESIGN	TECHNICAL DESIGN
LEVEL DESIGN	GAME SCRIPTING
SYSTEM DESIGN	TOOLS SCRIPTING
COMBAT DESIGN	3D MODELING

SKILLS / CAPABILITIES

PROGRAMMING LANGUAGES	SOFTWARE
C#	UNITY
C++	UNREAL
PYTHON	GODOT
BLUEPRINT	VISUAL STUDIO
GDSRIPT	PHOTOSHOP
JAVASCRIPT	PREMIERE PRO
	MAYA
	BLENDER

TOOLS

JIRA
CONFLUENCE
PERFORCE
GIT

EDUCATION / ACHIEVEMENTS

2014 - 2019	B.F.A. GAME DEVELOPMENT at Academy of Art University, San Francisco
2018 - 2019	UNDERGRAD. STUDENT REP. at Academy of Art University, San Francisco
2018 - 2019	SPRING SHOW EXHIBITOR at Academy of Art University, San Francisco GAME PROTOTYPE - 2ND PLACE MOBILE GAME - 2ND PLACE

CONTACT



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WORK EXPERIENCE

JUN 2025 - NOW	SENIOR GAME DESIGNER Fun Dog Studios Took ownership of AI Behaviour and Combat Systems , expanding their design, tuning, and functionality. Built proof-of-concept prototypes and gameplay mechanics in Unreal Blueprints and C++ . Collaborated across design disciplines to shape systemic encounters and gameplay features, ensuring alignment with player experience goals.
APR 2024 - MAR 2025	LEVEL DESIGNER NetEase Games Designed multiplayer maps and mechanics inspired by the Marvel IP . Built and implemented Developer Tools to streamline the level creation process and improve workflow efficiency across the team. Blended creative level design with technical scripting to support both internal tools and gameplay systems across multiple maps.
JAN 2023 - APR 2024	LEVEL DESIGNER 31st Union Crafted gameplay spaces for an Open-World Multiplayer Action Game , focusing on exploration, combat, and world events. Collaborated closely with narrative to reinforce worldbuilding.
MAR 2021 - JAN 2023	ASSOCIATE LEVEL DESIGNER Ubisoft Pitched and built Multiplayer Levels inspired by Ubisoft IPs . Scripted for game-modes and mechanics. Maintained quality documentation and bug-fixing across development.
JUN 2019 - MAR 2021	ASSOCIATE LEVEL DESIGNER Sledgehammer Games Developed Campaign Levels for Call of Duty . Focused on design layouts, combat pacing, and engaging moment-to-moment gameplay. Scripted and designed level events and encounters, as well as collaborating on new gameplay mechanics.

PROJECTS

DEC 2024	MARVEL RIVALS LEVEL DESIGN, SCRIPTING, TOOLS, UNREAL ENGINE A high-octane hero shooter where players dive into intense, team-based battles featuring Marvel's legendary characters.
SEP 2024	THE FOREVER WINTER GAME DESIGN, SCRIPTING, AI SYSTEMS, UNREAL ENGINE A tactical shooter where players work alone or together to scavenge among colossal war machines in an endless conflict.
MAY 2024	XDEFIANT LEVEL DESIGN, SCRIPTING, SNOWDROP ENGINE A fast-paced arena shooter with a tactical edge, featuring factions across multiple Ubisoft games with their own abilities.
NOV 2021	CALL OF DUTY: VANGUARD LEVEL DESIGN, SCRIPTING, RADIANT, IW 8.0 ENGINE A World War II experience that spans multiple fronts across the Pacific, North Africa, Eastern and Western theaters of conflict.
NOV 2020	CALL OF DUTY: BLACK OPS COLD WAR LEVEL DESIGN, SCRIPTING, RADIANT, IW ENGINE The sixth installment in the Black Ops series, set in the shadowy world of espionage during 1980s covert conflicts.