Jonathan Alvarado

Game Designer

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📞 224-806-6276

📍 Middleton, WI

🔗 Portfolio

in Jonathan Alvarado

📁 LATEST WORK SEEN IN

Call of Duty: Black Ops 6

🎮 SHIPPED TITLES

Call of Duty: Vanguard

Call of Duty: Warzone Cold War Season One

Call of Duty: Black Ops Cold War

Call of Duty: Warzone

Call of Duty: Black Ops 4

Call of Duty: WWII

Call of Duty: Modern Warfare Remastered

Call of Duty: Infinite Warfare

Call of Duty: Online (Title Updates)

🎛 GAME ENGINES

Radiant

Unreal Engine 5

Unreal Engine 4

Unity

UDK

Godot

🎖 SUMMARY

- Enthusiastic, curious, and proactive Designer with 8 years of AAA experience shipping Call of Duty titles
- Collaborative mindset never afraid to approach team members and create a good rapport
- Designed single player, and battle royale content
- Versatile track record implementing wide range of game features from bespoke gameplay to weapon functionality implementation
- Looking for full-time Level or Game Designer role working on AAA titles shipped on PC or Console

💼 PROFESSIONAL EXPERIENCE

Associate Mission Designer, *Raven Software*
December 2021 – March 2024
Call of Duty: Black Ops 6
- Designed, built, and play tested combat spaces, following best practices for metrics, combat engagement distances, and cover placement
- Scripted gameplay sequences, and interactive cutscenes
- Created test levels to help other designers understand mechanics and systems that were propagated throughout the game
- Took part in level design reviews, taking feedback, and working through solutions
- Followed direction set by Lead Designer, iterated based on feedback from regular reviews
- Documented designs in Miro in conjunction with Lead Designer for transparency, and collaboration
- Collaborated with Narrative on brainstorming fun and unique events taking place throughout the game

Jr Designer, *Raven Software*
March 2020 – December 2021
Call of Duty: Vanguard | Campaign: Numa Numa Trail
- Ideated, iterated, and implemented 93rd Wade Rescue set piece
- Japanese Camp Combat Encounter Setup and Scripting
- Wrote flavor dialogue working with Narrative Team
- Took over and shipped Sniper Sneak area, scripting "Near Miss" system

Call of Duty: Warzone Chapter 2 | Cold War Season One
- Joined Systems Design team to port Cold War weapons to Warzone
- Established best practices for integrating weapon assets to Warzone
- Sought out previous stakeholders to minimize tribal knowledge and gain insight of tools to establish best practices

DESIGN SKILLS

Game Design

Mission Design

Level Design

Iterative Design

Encounter Design

Systems Design

Paper Design

Whiteboxing

Documentation

SCRIPTING

COD Script (GSC)

Unreal Blueprints

Unreal Kismet

C#

EXPERIENCED WITH

Jira

Confluence

Perforce

Microsoft Excel

Microsoft OneNote

Microsoft PowerPoint

Microsoft Word

Autodesk 3ds Max

Autodesk Maya

Trello

SketchUp

Miro

- Created documentation for knowledge sharing among the team
- Trained new designers when they joined the System Design team to take over my duties when I returned to the Campaign team

Call of Duty: Cold War | Campaign: Desperate Measures
- Owned all the collision for the map, fixing issues, and ensuring it did not interrupt game flow - blending seamlessly with environment art
- Took over and owned Ambient Civilian AI System and polished it to ship
- Created proximity system to play VO on all civilian encounters in map
- Sprinkled idiosyncrasies into civilian behavior for more realism
- Integrated all VO and Animations for all civilians in the map
- Implemented cross-level "Loose Ends" Optional Objective

Quality Assurance Analyst, *Raven Software*
March 2016 – March 2020
- Created Bug Museum level in Radiant for our new hire onboarding
- Continually sought ways to optimize processes across the department
- Promoted 3 times, maximizing the responsibility potential of the role
- Shipped 6 titles - Call of Duty: Online, Modern Warfare Remastered, Infinite Warfare, WWII, Black Ops 4, and Warzone

PROJECTS

Level Designer, *mp_jigsaw | Multiplayer Map*
2019
Created a "boots on the ground" (jetpacks off) multiplayer map with a dynamic component for Call of Duty: Black Ops 3 using the Black Ops 3 Mod Tools.

- Paper designed, built, and ran playtests to iterate on map
- Interpreted playtests, surveyed testers, and performed extensive iteration based on feedback
- Scripted moving train that intermittently changes the layout of the center combat zone based on its cargo

Systems Designer, *Gunslinger | Game Mode*
2018
Created a Game Mode for Call of Duty: Black Ops 3 using the Black Ops 3 Mod Tools.

- Influenced by PUBG's tense final fight feeling, created a high pressure 1v1 mode evoking Wild West Duels
- Scripted custom UI functionality for relaying information efficiently to player

- Scripted "Draw Your Weapon" reload system tailored for the mode

Systems Designer, *Ascend | Game Mode*
2018
Created a Game Mode for Call of Duty: Black Ops 3 using the Black Ops 3 Mod Tools.

- Interpreted playtests, surveyed testers, and performed extensive iteration based on feedback
- Designed and scripted Gun Ladder UI for communicating weapon progress

Level Designer, and Scripter, *sp_sleeper | Singleplayer Map*
2017
Created a single player level for Call of Duty using Call of Duty 4 Mod Tools.

- Paper designed map, and built geometry
- Scripted combat, level progression, cinematic scenes, and enemy behavior
- Wrote, Recorded and Implemented all Voice Over dialogue

Level Designer, and Scripter, *Penny Road | Horror Game*
2016
Created Unreal Engine 4 horror game project, and released it on reddit.com/r/nosleep, leveraging Transmedia Storytelling.

- Scripted entire game using Unreal Engine's Blueprint Visual Scripting
- Created VHS UI specifically for the game using Unreal Motion Graphics UI Designer. (Blueprint Visual Scripting)
- Leveraged Transmedia Storytelling to tell narrative through a website, and in-game
- Posted on Reddit's /r/nosleep community to around 100 impressions before it was taken down
- Collaborated with voice actress to bring the haunting presence to life