

DON POOLE Immersive Experience Designer | VR / AR / MR | AAA Game Design

Email don@donpooledesign.com | **Web** www.donpooledesign.com

Immersive Experience Designer with 20+ years of expertise in VR, MR, AAA games, and emerging digital technologies. Specialist in 3D spatial design and layout using Maya, Unity & Unreal Engine, with a record of shipping award-winning VR titles like Gorilla Tag and Gnomes & Goblins. Known for bridging creative vision with design implementation to deliver high-performance, real-time Virtual and Mixed Reality experiences.

WORK HISTORY

ANOTHER AXIOM | Pod Captain & Game/Level Designer | March 2023 – Nov. 2025

- Led cross-disciplinary teams to conceptualize and launch 5+ new levels for the hit VR title Gorilla Tag.
- Led the development of pods responsible for integrating innovative motion models, including Swimming, Gliding, and Hoverboard mechanics.
- Updated legacy levels, boosting performance and adding new gameplay and features.
- Overhauled the game hub, store layout, and interaction flow to streamline user navigation and maximize exposure of purchasable items.
- Defined visual and gameplay metrics for VR.
- Product Gorilla Tag

WEVR

Lead Designer Web3 Metaverse Prototype | Dec. 2021 – May 2022

- Designed the UI, gameplay loops, and DeFi integration for a scalable Metaverse platform across Mobile, PC, and MR/VR.
- Established the visual look for Mobile, Desktop, and VR.

Lead Designer VR Simulator Prototype | Aug. 2020 – March 2021

- Designed a 3-point VR input system and player stance detection utilizing Unreal Engine 4 Blueprints.
- Created a full-body VR Avatar system using IK skeletons for accurate pose prediction.
- Developed gesture-based mechanics and player calibration systems to enhance immersion and accessibility.
- Authored comprehensive documentation and UX frameworks for an unannounced Quest 2 VR title.

Sr. Designer Level and AI interaction Gnomes & Goblins VR | Nov. 2019 – Aug. 2020

- Designed intricate level layouts and AI interactions using Unreal 4/Blueprints for goblin-player encounters.
- Orchestrated scripted 20+ unique AI events to simulate a vibrant, living goblin society using Unreal 5 Blueprints.
- Crafted goblin-scaled interior spaces focused on high-fidelity player interaction.
- *Achievement:* Contributed to the title's nomination for Best VR Experience at the Venice Biennale/Film Festival 2020, increasing the project's visibility and industry recognition.
- Product Gnomes and Goblins by Jon Favreau.

INDEPENDENT DEVELOPMENT | *Mixed Reality Designer* | July 2017 – Nov. 2019

- Designed a mixed-reality character framework in Unity, utilizing ARCore for real-time spatial awareness.
- Scripted character and user interactions and responses based on user actions and distance.
- Enhanced user immersion by implementing procedural non-verbal communication systems, driving realistic Mecanim animations and blendshapes.

RASCALI (division of Studio Roqovan) | *Lead Designer VR/AR* | July 2016 – July 2017

- Formulated the creative product vision, UX, and development strategy for B2B educational VR applications.
- Boosted customer ratings from 1.5 to 3.75 stars on a key Gear VR product through targeted design improvements.
- Directed production reviews with clients to ensure alignment on scope and deliverables.
- Boulevard VR, The American Experience, The Rubin Museum, Gateway to Himalayan Art, and other educational VR applications.

STUDIO ROQOVAN | *Sr. Game Designer VR* | Jan. 2015 – July 2016

- Built multiplayer levels for *World War Toons* (PS VR) using Maya, Unreal 4, and Blueprints.
- Innovated immersive, diegetic menu systems within 3D environments to resolve VR-specific UI challenges.
- Product World War Tunes VR

KOJIMA LA | *Sr. Game Designer* | Nov. 2012 – Aug. 2014

- Led Multiplayer Map and Environment design for *Metal Gear Solid - Online 3*.

- Strategized post-launch content roadmaps and DLC releases to sustain player engagement.

SUCKER PUNCH PRODUCTIONS | Sr. Environment/Mission Designer | Oct. 2007 – Aug. 2011

- Designed and laid out massive open-world environments for *Infamous 1 & 2* using Maya and the proprietary Sucker Punch engine.
- Designed narrative-driven missions integrated with unique environment layouts.
- Developed interactive and destructible environment assets to create dynamic play spaces.
- Led cross-disciplinary teams from inception to final polish for missions and environments.
- Products inFamous 1, inFamous 2

NAUGHTY DOG | Level Lead & Environment Artist | July 2000 – Oct. 2007

- Managed end-to-end level development from gray box prototyping to final shipped product for the *Uncharted* and *Jak & Daxter* franchises.
- Created high-fidelity 3D assets and textures using Maya and Photoshop.
- Products Jak n Daxter 1-3, Jak Team Racing, Uncharted Drake's Fortune

SOFTWARE & TOOLS

- Engines: Unity 3D, Unreal Engine 4/5, Proprietary AAA Engines
- Scripting: C#, Blueprint Visual Scripting
- 3D & Art: Maya, Photoshop, Adobe Creative Suite
- Version Control: Git, Perforce
- Other: ARCore, XR Interaction Toolkit, MS Office, Agile/Scrum Methodologies

EDUCATION

M.S. Engineering Technology | East Tennessee State University

- *Focus:* Product Design, Industrial Design, 3D Modeling & Animation (Maya)

B.A.F.A. Fine Art Studio | University of New Mexico

- Fine Art Studio Non-traditional Photographic Techniques | Mixed Media | Photography