

Don Poole | Immersive Experience Designer | Virtual Reality | Mixed Reality | AAA Video Games

EXPERIENCE SUMMARY

I have over 20 years of experience working as an artist and designer in AAA games and emerging digital technologies. I have a deep understanding of 3D/Immersive design within real-time experiences. I have years of practical knowledge presenting and implementing my designs using a variety of game engines and development tools on a multitude of platforms. Since 2015 my work has been focused on designing and creating real time Mixed and Virtual Reality experiences.

WORK HISTORY

ANOTHER AXIOM March 2023 November 2025

Gorilla Tag - Pod Captain and Game/Level Designer

- Led cross-disciplined teams to design and implement 5+ new levels to Gorilla Tag VR.

- Designed new layouts for new motion models Gliding and Hoverboard.

- Refreshed and optimized older levels and improved readability and ease of navigation in GT's hub and store.

Unannounced – Game/Level Designer

- Defined visual and gameplay experience for additional platforms.

- Worked closely with engineering to develop new motion models for specific environments.

FREELANCE (Confidential Development Team), December 2021 to March 2023

Lead Designer, Web3 Metaverse prototype

- UX, framework, game play, DeFi integration + scalability across Mobile, PC, MR/VR platforms.

FREELANCE (WEVR)

Lead Designer VR, unannounced VR game for Quest 2, August 2020 – March 2021 Created

- UX, framework, documentation for full body VR game.

- Prototyped a 3-point VR input and player stance detection using Unreal 4 Blueprint scripting.

- Implemented VR full body Avatar using an IK skeleton for pose prediction of feet and legs.

- Designed/Implemented gesture-based mechanics, player actions and player calibration.

Sr. Designer, Gnomes & Goblins VR, November 2019 – August 2020

- AI designer and scripter for goblin/player interactions Unreal 4/Blueprints.

- Orchestrated and scripted small and large-scale AI events to create a multi-layered interactive goblin society.

- Level designer for small, goblin scaled player interaction within interior spaces.

Products: Gnomes and Goblins (nominated for Best VR Experience, Venice Biennale/Film Festival 2020)

INDEPENDENT DEVELOPMENT July 2017 – Nov. 2019

Mixed Reality Avatar design

- Created avatar with spatial awareness and non-verbal communication using Unity and ARCore.

- Scripted finite state machine for general avatar control using C#.

- Implemented Non-Verbal communication using C# driving blendshapes and Mecanim animations.

- Scripted life-like responses and reactions within a real-world environment.

RASCALI (non-gaming division of Studio Roqovan), July 2016 – July 2017

Lead Designer VR/AR for Arts and Educational VR app

- Designer/Creative product vision, UX, and development strategy with 3rd party client (B2B).

Defined and scoped app development and subsequent releases.
Directed regular design and production reviews with clients and development teams.
Improved customer rating from 1.5 stars to 3.75 on specific Gear VR product.

Products: Boulevard VR: The Rubin Museum, American Experience, Boulevard Lobby (GearVR)

STUDIO ROQOVAN, January 2015 - July 2016

Sr. Game Designer, Environment and diegetic UI Designer VR, First Person Shooter.
Designed and implemented multiplayer levels using Maya, Unreal 4 and Blueprints.
Created immersive, diegetic menus within contextual environments to solve specific VR interaction issues.

Products: World War Toons (PS VR)

KOJIMA LA, November 2012 - August 2014

Sr. Game Designer, Lead Multiplayer Map/Environment Designer
Lead art and design teams creating multiplayer game levels/maps using Maya and FOX Engine.
Lead design for post launch strategies and content releases.

Products: Metal Gear Solid - Online 3 (PS 4, Xbox One, PC)

SUCKER PUNCH PRODUCTIONS, October 2007 - August 2011

Sr. Environment/Mission Designer
Design, model, and layout massive open world environments using Maya and proprietary engine.
Mission and Narrative Design to drive game's narrative arc within my custom environments.
Interactive/Destructible environment design to create dynamic, mutable play spaces.

Products: Infamous 2, Infamous (PS3, PS4)

NAUGHTY DOG, July 2000 - October 2007

Level Lead and Environment Artist for AAA Action/Adventure games
Level layout and management using Maya and NDI engine. 3d modeler art/asset creation using Maya and Photoshop.

Products: Uncharted Drake's Fortune, Jak X-Combat Racing, Jak 3, Jak 2, Jak and Daxter (PS2, PS3, PS4)

MIDWAY HOME ENTERTAINMENT September 1998 - July 2000

Lead/Sr. Artist and Level Designer for Boxing and Racing games
Level, Character and object modeling and texturing Using Maya and Photoshop.
Level design and layout using in-house engine.

Products: Offroad Thunder (Arcade), Ready 2 Rumble - Round 2 (PS 2, Xbox, PC)

SOFTWARE TOOLS

Unity 3D, C# scripting, Unreal 4, Blueprint scripting, Maya, Photoshop, Adobe Creative Suite, Git, Perforce, proprietary engines and tools, MS Office

EDUCATION

East Tennessee State University: College of Applied Science and Technology, Alias/Wavefront Center of Excellence

M.S. Engineering Technology

Product Design | Industrial Design | 3-D Modeling, Rendering and Animation

University of New Mexico: College of Fine Art B.A.F.A.

Fine Art Studio

Non-traditional Photographic Techniques | Mixed Media | Photography

Further details and examples of my work can be found at www.donpooledesign.com or will be provided upon request.

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