

Neil Patrick Javier

Associate Game Designer

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PROFESIONAL SUMMARY

Associate Game Designer who came up from QA that worked on titles such as EQ1, EQ2, H1Z1, and the Planetside franchise. I have always wanted to help create video games ever since I got my hands on a Gameboy playing Star Wars Pod Racer. I am a fast learner and very eager to gain new knowledge to help my workflow.

SKILLS

- Proficient – Game Design, Systems Design, Level Design, Documentation, P4V, QA, Jira/Confluence, Team/Project Management, In-House Game Engine, Microsoft Word/Excel
- Familiarity - C++, C#, LUA, Unity 3D, Unreal 5

PROFESIONAL EXPERIENCE

Daybreak Games Company LLC

San Diego, CA

EverQuest 1

Associate Content Designer | July 2024– Current

- Document upcoming design content documents using Confluence
- Work with other designers to coordinate Event storyline quests
- Populate new zones with friendly and hostile npcs
- Make Quests for new zones from kill quests to story quests
- Create missions that are solo to group content dungeons

EverQuest 2

Associate Systems Designer | July 2023– July 2024

- Picked up new tools and concepts fast
- Worked closely with the design team to achieve what was needed to get updates out
- Create/iterate new spells, items, event rewards, cosmetic in-game purchases
- Helped other system designers with tasks to free up their plate so they can work on more important tasks
- Helped on Live support for new content as well as work on backlog items

PlanetSide 2

Associate Game Designer | May 2022-July 2023

- Blocked out and implemented bases for a new continent
- Revamped the reload times for all vehicle weapons
- Created new missions and directives for our seasonal events and content patches
- Wrote documentation on how to use our tools more effectively
- Implemented new weapons and variations of existing weapons with a reskin into the game
- Communicated and worked with all disciplines to get content updates out efficiently

Senior QA Analyst | September 2016- May 2022

- Worked on titles EQ1, EQ2, EQ Landmark, H1Z1, DCUO, and PS2
- Collaborated with development team, producers, and directors
- Team planning and management for multiple titles
- Worked closely with developers to target and facilitate testing on implementations

CREATIVE PROJECTS

Mecha Monster Smash | April 2015–December 2015

Little Bomb Heads | February 2015– March 2015

- Writing documentation for design and system features
- Worked closely with artists, programmers and, UI designers to collaborate and plan game features and implementations

EDUCATION

The Art Institute of California, San Diego

Visual Game Programming, Bachelor of Science | January 2013–June 2016