

Jeremy Moncauskas

Positive, Creative, Analytical and Hardworking

GAMES

Saints Row (2022), Watch Dogs: Legion, Watch Dogs Legion: Online, Agents of Mayhem, Saints Row 4, Gat out of Hell, Homefront: Revolution, Metro: Last Light

EXPERIENCE

Volition, Champaign, IL — *Senior Mission Designer*

May 2021 - Present

Saints Row-

- Worked with multiple disciplines to bring memorable mission moments to life
- Handcrafted boss fights
- Helped to close multiple missions, raising the overall quality and experience of critpath

Ubisoft, Toronto, ON — *Lead Mission Designer*

June 2020 - May 2021

Watch Dogs: Legion Online-

- Lead and directed a team of designers to deliver high quality missions for the co-op experience
- Lead a skunkworks mission team to help deliver a new zombie gamemode quickly
- Worked with Ubisoft Marketing and Netflix to deliver Watch Dogs Legion: Money Heist
- Kept an open line of communication with my team and direction
- Reviewed mission content and provided feedback regularly

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[Portfolio](#)

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SKILLS

Level Layouts, Gray Boxing, Level Metric Balancing, AI Wave Configuration Balancing, Map Polish, Pedestrian Life, AI Path Implementation, Race Creation, General and Procedural Gameplay Implementation

SOFTWARE

Proprietary Gameplay/Level Design Tools, Hansoft, Jira, Visual Studio, Perforce, Photoshop, MS Office

ACHIEVEMENTS

Volition

-Mentored multiple mid level Mission Designers and helped them to create more exciting missions

Ubisoft LD Mentoring Program

-Leadership role in a bimonthly feedback sessions
-Mentored three Junior Level Designers

Volition Studio Design

Challenge -2014-

-Best Prototype Award

Volition Studio Design

Challenge -2013-

-Best Concept

VFS Machinima Award

-Voted Best Original Machinima

VFS Design Award

-Final project game Smart Shopper- First Runner Up

Ubisoft, Toronto, ON — Senior Level Designer

Nov 2017 - June 2020

Watch Dogs: Legion

- Work closely with Level Artists and Mission Designers to build stunning and practical locations
 - Blume Campus
 - Blume Tower Top
 - SIRS Campus
 - SIRS Underground Server Farm
- Designed exploration paths for collectibles
- Worked with Codev and Implemented procedural gameplay elements across the world
- Modified existing layouts to accommodate multiplayer and co-op missions

Volition, Champaign, IL — Level Designer

Dec 2015 - Nov 2017

Agents of Mayhem & Saints Row

- Collaborated with Environmental Artists and Mission Designers to construct beautiful and functional combat spaces
- Built combat layouts for a procedural dungeon system
- Designed collectible paths to encourage traversal and exploration

Volition, Champaign, IL — Embedded/Staff QA

MARCH 2013 - Dec 2015

Saints Row 4, Gat Out of Hell, Homefront Revolution, Metro: Last Light-

- Joined forces with Engineers and Designers on procedural gameplay
- Wrote concise and detailed bugs

Last Picked Productions, San Diego, CA — Level Designer

AUG 2011 - JUNE 2013

- Tested limitations of Unity while in pre-production
- Collaborated with an international team to create maps for a thief type game

EDUCATION

Linkedin Learning

Specialized 2020-2021

- Pitching Ideas Strategically
- Understanding Architectural Design
- Be a Better Manager by Motivating Your Team
- Communicating in the Language of Leadership
- Giving and Receiving Feedback
- Humble Leadership
- Rules for Rising Leaders

Vancouver Film School

Game Design 2009- 2010

- Graduated with an Associates Degree in Game Design
- Focus on Level Design and Visual Scripting in Unreal

Mesa College

General Education 2006 - 2008

- General Education
- Video Game Development