

DAVID MILNE

309-889 7th Avenue West, Vancouver, V5Z 1C2 | davidmilne05@gmail.com | dsmilne.com

- SKILLS** |
- Experienced in the production and development of both mobile live ops and AAA games.
 - Strong level design and mission scripting skills for FPS and RTS games.
 - Experience leading teams in feature development.

EXPERIENCE | **RELIC ENTERTAINMENT**

August 2019 – May 2024

SENIOR GAME DESIGNER

Responsible for the paper design, grey box layout, scripting in Lua, and implementing narrative of 7 single player campaign missions from concept to final.

Helped with historical research for the campaign and outlining its structure.

Designed and helped to implement a mission select feature to allow players to play missions from the dynamic campaign.

HOTHEAD GAMES

March 2017 – August 2019

GAME DESIGNER

Designed and scripted over 400 unique FPS missions from paper plan to final.

Collaborated with artists to create maps that could support a variety of mission types.

EAST SIDE GAMES

October 2014 – November 2017

GAME DESIGNER

Designed and implemented live content such as quests, promos, and in-game assets with the goal of improving monetization and retention.

QUALITY ASSURANCE ANALYST

Employed both scripted and exploratory testing to help maintain the overall quality of Pot Farm, and Pot Farm: Grass Roots

EDUCATION | **VANCOUVER FILM SCHOOL, VANCOUVER, BC**

OCTOBER 2013 - OCTOBER 2014

Game Design Program - Diploma

UNIVERSITY OF LETHBRIDGE, LETHBRIDGE, AB

SEPTEMBER 2008 – DECEMBER 2012

Bachelor of Arts and Science - History

REFERENCES | Available upon request.