

JAMIE GAULT : TECHNICAL DESIGNER

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[Youtube](#) [Instagram](#) [Tik Tok](#)

PROFESSIONAL SUMMARY

Experienced Team Lead, Game Designer and Programmer with 15 years of industry experience shipping games. Worked across all stages of development, from concepting and prototyping all the way to final production and live services support. Strives to bring people and ideas together to work through what's best for the audiences and products we aim to deliver. Built game engine systems and graphics pipelines from the ground up.

- Created gameplay mechanics and interfaces played by **hundreds of millions** of users.
- Organized and built features with people across the spectrum of disciplines: Design, Engineering, Art, Audio, Product, QA, Marketing, Localization, and Legal.
- Brought to life ideas with approval by license owners for **Pokémon** and **Uno**.
- Presented work to the public at conferences PAX East, Seattle Indies Expo, and Emerald City Comicon, and Seattle Mobile Gaming Forum.

EXPERIENCE

Corgi Industrial

Maker of Strange, New Creations 2008 – Present

[Vagor](#) & [MAZ Maker](#): multiplayer 3D touch platformer for Mobile (Unity). Built a voxel modeling tool for creating all in-game art, then integrated it in as a character/level editor for users. Featured at Seattle Indies Expo 2017 and Seattle Mobile Gaming Forum 2017. Showcase daily artwork on [youtube](#), [instagram](#), and [TikTok](#).

Mobile projects: Released I AM EAGLE and Beyond the Horizon 2D for the web and touch.

NIANTIC

Project Lead – Unannounced June 2021 – July 2023

Unannounced AR UGC Project - Powerful tools for AR

- Owner of an unannounced social multiplayer project.
- Concepted and pitched product vision.
- Plotted out team focus, target audience, and roadmap.
- Built prototypes to align cross company groups with product vision.
- Created systems to showcase UGC, AR, and AI on mobile devices.
- Designed and built an in-app visual scripting language on top of C# reflection that could be shared across devices. Code would be used to manipulate 3D objects and characters in AR for toys, experiences, and games.
- Brought groups on board for cross company partnerships. Organized audience interviews.

Senior Technical Designer – August 2018 – June 2023

Pokémon Go (Unity) - Taking over UX ownership of battling.

- Redesigned, prototyped, and programmed interfaces and rules for the PVP battle system which led to wider user adoption and better accessibility.

- UX design overhaul for Gym Battles and Raids interfaces.
- Prototyping for experimental AR features.
- Cross team collaboration for getting features approved.
- Technical mentorship for tech artists and UXers.
- Produced trailers for marketing and social media presence.
- Perf improvements including pooling systems for managing particle effects.
- Fixed a million bugs across the game.

Wol (meetwol.com, WebAR) - Mixed reality talking owl powered by AI that teaches about the lifecycle of the Redwood forest.

- Created magic moments to interact with Wol (petting, user eye contact).
- Helped give energy to the experience with organic elements like fireflies, wind.
- General graphics programming work.
- Polished and fixed ship blocking bugs.
- Created a report on user analytics.

Ingress Prime (Unity) - Update of Ingress to a new client infrastructure.

- Supported implementation of no-look swipe gestures menu for faster on the go play.
- Improved performance in graphics through different techniques including combining draw calls of different objects and battery saver mode.

Amazon

Technical Game Designer – Amazon Game Studios July 2013 – July 2018

Game design, prototyping, and gameplay programming for multiplayer shooter Crucible (Lumberyard) on PC. Gameplay programmer on cloud rendered game The Unmaking (Amazon Kindle)

Microsoft

Designer Developer – Microsoft Xbox September 2012 – July 2013

Prototyping and User Interaction for XBOX ONE Kinect, SmartGlass, and home automation.

SDE 2 – Microsoft Game Studios June 2008 – July 2013

Gameplay/Input programmer and interim UX manager on Flight (Flight Simulator 11), programmer on Uno, Uno Rush, Full House Poker. Main Contributions: User Interaction and Interface, Camera systems, Devices, Prototyping, Tools.

SKILLS

- Design: Prototyping, Gameplay development, Interaction Design, User Flows, Video Production
- Programming: C++, C#, Javascript
- Tools: Unity, Visual Studio, Adobe Suite
- Devices and Platforms: PC, Android, iOS, ARCore, ARKit, Kinect tracking and voice, Oculus VR, Leap Motion

Education

Digipen Institute of Technology 2004 – 2008

BS in Real-time Interactive Simulation with a Math minor