

Daniel Jacobs

Game & Interactive Experience Designer

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Professional Summary

Game developer with 20+ years of experience shaping immersive video game experiences for PC and next-generation consoles across a wide range of genres and platforms. Expert in translating creative vision into playable worlds through game design, level design, environment layout, and gameplay systems, with a deep respect for storytelling, pacing, and player emotion. Relied upon to guide teams through complex, evolving creative challenges and deliver clear direction under shifting production needs. Known for taking full ownership of experiences from concept through ship, aligning teams around a cohesive vision and consistently delivering polished, memorable worlds that players connect with long after the credits roll.

Selected Shipped Titles

- *New World*
- *Silent Hill: Homecoming*
- *Strider*
- *Star Wars: Episode III - Revenge of the Sith*
- *The Da Vinci Code*
- *Battleship: The Video Game*
- *Front Mission Evolved*
- *G.I. Joe: The Rise of Cobra*
- *Dragon's Lair 3D*
- *Fallout 2*

Professional Experience

Amazon Game Studios, Irvine, CA

Game Designer

October 2014 – 2026

Creative contributor and long-term design owner on New World, a large-scale live-service MMO, with responsibilities spanning early concept development through post-launch live operations.

- **Authored the original game proposal**, helping define New World's initial identity as a survival-driven experience and shaping foundational design direction.
- Led **early systems design**, including crafting, gathering, fishing, housing, vitals, HUD, inventory, and progression establishing core player loops still in use today.
- Designed and delivered **major world content** across multiple zones, including Windward, Everfall, Great Cleave, Ebonscale Reach, Edengrove, and early versions of Monarch's Bluff, First Light, Cutlass Keys, and Reekwater.
- Owned the world design of the main story through level 60, including the Starter Beaches (multiple iterations), and the Season 2 and Season 4 narrative questlines.
- Designed two flagship endgame dungeons: **Garden of Genesis** and **Dynasty Shipyard**, overseeing layout, pacing, encounters, and narrative flow.
- Created and implemented large-scale **world events**, including the Legacy of Crassus world boss, with additional live events delivered in seasons.
- Built player-facing flows including **achetype selection, onboarding, and transition experience** from character creation to world entry.
- Acted as a trusted problem-solver post-launch, responsible for **open-world gameplay stability, bug resolution, and systemic polish** across ongoing releases.

Double Helix Games, Irvine, CA

Lead Level Designer

February 2007 – October 2014

Design leader on multiple high-profile AAA and licensed titles, managing teams while remaining hands-on in creative execution.

- Led level design teams of **6+ designers** across multiple projects, setting

creative direction, pipelines, and quality standards.

- Served as **Lead Level Designer on Silent Hill: Homecoming**, the franchise's first HD console entry, overseeing levels, scripting, cinematics, dialogue integration, and next-gen feature adoption.
- Led level design for the **critically acclaimed reboot of Strider**, contributing directly to layout, gameplay tuning, collectibles, and progression systems.
- Spearheaded **Battleship: The Video Game**, delivering a full multiplatform console title to shelves in under 10 months through aggressive iteration, scripting, and environment construction.
- Played a key creative role on **Front Mission Evolved**, designing single-player and multiplayer levels, progression systems, and writing 2,000+ lines of in-game content while directing professional VO sessions.
- Led a **20+ person design team** to prototype a new Front Mission title for PSP, guiding vision, structure, and early production before cancellation.
- Contributed foundational design work to multiple unreleased AAA projects for Capcom

The Collective, Irvine, CA

Senior Level Designer

December 2003 – February 2007

Senior designer on major licensed properties, specializing in cinematic gameplay, puzzle design, and technical execution.

- Designed and scripted major adventure levels for **The Da Vinci Code**, including *The Louvre* and *Temple Church*, blending exploration, puzzles, and narrative pacing.
- Designed the opening levels for **Star Wars: Episode III – Revenge of the Sith**, including gameplay, cinematics, and space combat sequences.
- Created in-engine cutscenes and destruction sequences using proprietary animation tools.
- Managed **memory budgets and technical constraints**, ensuring large-scale levels ran efficiently on console hardware.

Taldren, Costa Mesa, CA

Lead Level Designer

August 2002 – September 2003

- Led a design team to create a **20+ level game in under 11 months**, balancing speed, quality, and scope.
- Established efficient pipelines for environment construction, scripting, lighting, sound, and memory management.
- Mentored designers and supported hiring and team development.

Dragonstone Software, Diamond Bar, CA

Level Designer

July 2000 – August 2002

- Designed and built levels for **Dragon's Lair 3D**, including environments, boss battles, puzzles, cinematics, FX, and save systems.
- Collaborated closely with art and animation teams to translate a classic animated property into a fully playable 3D experience.

Interplay, Irvine, CA

Intern Artist

June 1998 – August 1998

- Contributed art assets to **Fallout 2**, including Enclave tilesets, inventory items, and creature animations.

Independent Creative Work

Independent Game Developer

October 2014 – Present

Founder of an independent studio focused on rapid prototyping, experimentation, and full-cycle game development.

- Designed and shipped multiple games in **Unity** and **Roblox**, spanning arcade, educational, action, and experimental genres.
- Projects include endless runners, arcade action, puzzle games, educational tools, and systemic survival experiences.
- Personally handled **design, scripting, systems, and iteration**, maintaining hands-on creative fluency alongside leadership roles.