

# Mason Long

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## CAREER OBJECTIVE

Visionary gameplay design leader with 8+ years in AAA (Epic Games) and indie studios. Expert in Unreal Engine 5, systemic/multiplayer design, and Agile planning. Led 20+ person teams on Fortnite events and UGC tools, boosting DAU 30% through contributions to LTMs. Seeking principal/manager roles integrating exciting gameplay experiences.

## Core Skills and Competencies

- Design Leadership and Mentorship
- Multiplayer Design
- Unreal Engine 5
- Agile Project planning
- Cross disciplinary team leadership
- Design Documentation

## EXPERIENCE



**Mythic Maker Studios | Feb, 2025 - July, 2025**

**Remote**

**CEO / Studio Head**

- Built 7-person global team specializing in vehicle physics/NPC AI for UE5 open-world sim Turbo City Chronicles.
- Authored/maintained GDD and prototypes, focusing on cartoon physics and family humor.
- Led high-fidelity features: non-violent chaos tools and UGC via player polls.
- Networked partners/investors; sent bi-weekly updates to backers for momentum.
- Optimized PC/Switch/Mobile compatibility; engaged Discord community to refine racing/parkour mechanics.



**Worlds | Jan, 2024 - Feb, 2025**

**Remote**

**Gameplay Design Manager**

- Converted CEO vision to cross-functional plans/timelines for Design, Art, Audio, and Engineering, improving team clarity.
- Led UE-based FPS arena shooter design: Quake/Tribes-inspired movement, weapon loadouts, levels, and PBR art.
- Directed third-person melee/shooter horde mode: intense enemy waves, dynamic environments, and progression via levels/bosses/upgrades.
- Established Design, QA, and Art infrastructure with remote communication pipelines for global team updates.
- Managed 9-person remote team (4 designers, 3 artists, 2 QA) to deliver on-schedule prototypes; adapted scopes while prioritizing player-centric design.



**Epic Games | Jan, 2017 - Sept 2023**

**Raleigh, NC**

**Gameplay Design Lead | June 2020 - Sept 2023**

- Led social/narrative/UGC projects, including MrBeast's \$1M tournament (12M unique players) and Impostors mode, increasing retention 20%.
- Collaborated with execs on resource planning; implemented strategies boosting DAU 30% across seasons for 650M users.

- Mentored 6 designers in 20-30 person teams, resulting in 4 promotions and faster onboarding.
- Partnered with 70K creators to refine UGC tools, addressing workflows and peaking at 4.7M concurrent players.
- Analyzed trends to enhance retention in bi-weekly updates.

#### **Gameplay Designer II/III | Aug 2018 - June 2020**

- Directed 11-person teams on seasonal launches and concerts (e.g., Travis Scott: 12.3M concurrent/27M+ attendees; Ariana Grande series).
- Optimized blueprints with engine team, cutting deployment times 20%.
- Scoped LTMs like 50v50, boosting retention 25% and DAU 20% via community content.
- Mentored creators using Epic Online Services for enhanced experiences.

#### **Gameplay Designer | Jan 2017 - Aug 2018**

- Balanced 200+ weapons/items, reducing exploits and improving win parity.
- Built onboarding/hotfix tools for weekly releases, supporting growth to 78M MAU.
- Monitored fixes for stability, contributing to 350M+ player base.



#### **Turtle Entertainment | Feb, 2015 - Jan, 2017**

**Burbank, CA**

##### **Esports Producer / Product Manager**

- Managed broadcast tools/systems for interactive experiences at Blizzard, Ubisoft, Microsoft, Nintendo
- Set customized production goals for partners/internal teams per project.
- Led internal/partner comms, meetings, and mediation.
- Created/proposed/executed multi-million-dollar budgets.

## **EDUCATION**

**Coleman University**  
BA, Computer Science

**San Diego, CA**  
January, 2013 - November 2014