

# JON PORTER

## Senior / Principal Level Designer

[vanjporter@gmail.com](mailto:vanjporter@gmail.com) | [porterjustice.com](http://porterjustice.com)

## SUMMARY

Senior / Principal Level Designer with extensive AAA experience across single-player, multiplayer, and competitive PvP development. Shipped nine Call of Duty titles and multiple multiplayer maps and DLC releases, and led multiplayer map development on XDefiant from early blockout through final polish.

Specialized in level and mission design, multiplayer layout, combat flow, encounter pacing, player guidance, sightlines, traversal, spatial readability, and gameplay iteration. Hands-on designer experienced taking levels from concept and greybox/blockout through playtesting, iteration, production, and final polish while collaborating closely with design, art, engineering, narrative, animation, and audio teams.

Most recently developing Darkwatch, an independent Unreal Engine 5 project, as Head of Level Design & Environment Art.

## EXPERIENCE

### DARKWATCH — Indie Project | Unreal Engine 5

#### Head of Level Design & Environment Art | 2025 – 2026

- Own level design and environment art direction, including layout, pacing, traversal, player choice, combat spaces, and environmental readability.
- Design and build levels from initial concept and blockout through gameplay iteration and final environment development.
- Create gameplay moments and encounters through spatial design, timing, environmental composition, and targeted Unreal Engine Blueprint scripting.
- Prototype, playtest, and iterate level layouts to improve player guidance, combat flow, pacing, and moment-to-moment gameplay.
- Balance gameplay requirements with visual composition and environmental storytelling throughout development.

### UBISOFT SAN FRANCISCO

#### Principal Multiplayer Level Designer | XDefiant | 2021 – 2025

- Led competitive multiplayer maps from initial concept and blockout through playtesting, iteration, production, and final polish.
- Established multiplayer layout direction and quality standards with a focus on combat flow, sightlines, traversal, player movement, spatial readability, and competitive balance.
- Designed and iterated PvP spaces supporting fast-paced multiplayer combat and multiple gameplay modes.
- Conducted design reviews and provided level-design feedback throughout production.
- Collaborated closely with art, gameplay, engineering, and production teams to maintain gameplay quality while supporting visual and technical requirements.
- Supported live-service development and post-launch updates through continued playtesting, iteration, and map improvements.
- Provided design leadership and mentorship while working across multiple development disciplines.

## **TREYARCH**

### **Senior Level Designer | Call of Duty: Black Ops | 2018 – 2021**

- Designed and shipped multiple AAA retail and DLC multiplayer maps for Call of Duty Black Ops.
- Created multiplayer layouts, combat spaces, routing, sightlines, and traversal with an emphasis on readable competitive gameplay and player movement.
- Developed levels through blockout, playtesting, iteration, polish, and final production.
- Iterated level layouts based on gameplay testing, design feedback, and multiplayer balance requirements.
- Collaborated daily with design, art, animation, and audio teams to support gameplay and production goals.

## **INFINITY WARD**

### **Senior Level Designer | Call of Duty Franchise | 2004 – 2018**

- Designed and shipped single-player missions, multiplayer levels, set pieces, and cinematic gameplay across seven Call of Duty titles.
- Designed mission layouts, combat encounters, pacing, player guidance, traversal, and scripted gameplay sequences.
- Contributed extensively to competitive multiplayer level design, helping establish layout patterns, combat flow, routing, sightlines, and readability standards used across the franchise.
- Developed levels from early concept and blockout through playtesting, iteration, production, and final polish.
- Contributed to multiplayer gameplay design through ideation and development of game modes, perks, equipment, and weapon concepts.
- Worked cross-functionally with design, art, engineering, animation, audio, and other disciplines throughout development.
- Supported post-launch content, updates, gameplay iteration, and improvements across multiple releases.

## **CORE SKILLS**

**Level Design:** Multiplayer Level Design, Single-Player Level Design, Mission Design, Level Layout, Blockout / Greybox, Encounter Design, Combat Spaces, Environmental Gameplay

**Multiplayer & Gameplay:** Competitive Multiplayer, PvP, Combat Flow, Sightlines, Routing, Traversal, Player Movement, Player Guidance, Spatial Readability, Gameplay Balance

**Development:** Prototyping, Playtesting, Gameplay Iteration, Level Scripting, Unreal Engine Blueprint, Design Reviews, Documentation, Live-Service Development, Post-Launch Support

**Leadership & Collaboration:** Level Design Leadership, Mentorship, Cross-Discipline Collaboration, Design Direction, Art / Design Collaboration, AAA Game Development

**Tools:** Unreal Engine 5, Blueprint, Radiant, Proprietary Call of Duty Development Tools

## **EDUCATION**

**Full Sail University**

A.S. Animation | 2004