Jon Porter
Senior / Principal Level Designer
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Summary

Senior / Principal level designer working across single-player and multiplayer for most of my career. I've spent years building missions and maps for *Call of Duty*, led multiplayer map development on *XDefiant*, and I'm currently developing an indie project, *Darkwatch*, in Unreal Engine 5. I focus on layout, pacing, and clarity—making spaces that read well, play cleanly, and support how players actually move and fight. I'm hands-on from early blockout through final polish and work closely with art, engineering, and narrative to get things shipped.

Experience

Darkwatch — Indie Project (Unreal Engine 5)

Head of Level Design & Environment Art
2025 – Present

- Own all level design and environment art decisions, defining layout, pacing, traversal, and player choice.

- Build gameplay moments through spatial design, timing, environment, and targeted Blueprint use.

Ubisoft San Francisco

Principal Multiplayer Level Designer
2021 – 2025 — *XDefiant*

- Led multiplayer maps from early blockout through final polish, setting layout direction and quality standards.

- Focused on flow, sightlines, and readability for fast, competitive play.

- Worked closely with art and gameplay teams to keep levels aligned with direction and live updates.

Treyarch

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

- Shipped multiple retail and DLC multiplayer maps.

- Designed combat flow and routing with an emphasis on clarity and player movement.

- Collaborated daily with art, animation, and audio to support gameplay needs.

Infinity Ward

Senior Level Designer
2004 – 2018 — *Call of Duty* Franchise (Nine Titles)

- Designed single-player missions, set pieces, and cinematic gameplay across nine titles.

- Contributed extensively to multiplayer level design, helping establish layout patterns, flow conventions, and readability standards used across the franchise.

- Actively contributed to multiplayer gameplay design through ideation on modes, perks, equipment, and weapon concepts.

- Supported post-launch updates and iterative improvements across multiple releases.

Skills

Level & mission design, encounter pacing, combat flow, player guidance, spatial readability
Unreal Engine 5, proprietary Call of Duty editors, Radiant | Cross-discipline collaboration, mentorship

Education

Full Sail University — A.S. Animation (2004)