

J johnstongames@gmail.com
702 501-6273

Jeremy Johnston
Game Designer



MY GOAL is to do what I love and love what I do. The moment that a player's face lights up in joy or realization is the moment that drives my passion and the moment that for me, makes video games uniquely fulfilling from both sides of the experience.

MY SKILLS as a designer come from a long history of reaching out to whoever and wherever I can when it comes to inspiration or help, using their knowledge to augment and adapt my own creative process and then sharing my vision and passion with others. I won't ever know everything there is to know about game development, but I'd always like to know enough people that collectively I have everything I'll ever need at my fingertips. I work well with everyone, and although I'll bring the "what" and "why" of what I am trying to accomplish, I'm always willing to adapt my version of "how". If programmers, artists, or other designers know of a better way to get to where I'm going, then everyone can share in my enthusiasm and passion for a project.

MY EXPERIENCE in the industry has been delightfully eclectic. From working on arcade racing games, to top down shooters, to fishing and iOS titles, I've had a taste of many different genres and I'm hungry for more. Here are select projects:

GAME DESIGNER- BIG BANG ENTERTAINMENT (JUNE 2010-PRESENT)

CLONE WARS ADVENTURES: SPEEDER BIKE RACING- Worked with SOE to create a Star Wars based racing game through six tracks on two planets. I was in charge of track layout design for three of the tracks as well as AI behavior and scripted event design and implementation for all six tracks.

CLONE WARS ADVENTURES: ATTACK CRUISER- Worked with SOE on a top down wave-based shooter set in orbit of three planets in the Star Wars universe. I was in charge of two campaigns, including designing a tutorial, flight and spawn patterns for enemies and powerups, balancing difficulty levels, and scripting boss battles.

DUDE PERFECT- A licensed iOS trick shot basketball game created in Unity. I was in charge of gameplay design for the project, including physics design, level design, and difficulty balancing.

ASSISTANT GAME DESIGNER- BIG BANG ENTERTAINMENT (JUNE 2008 – JUNE 2010)

FREE REALMS RACING- Worked with SOE to build a kart racing minigame for the free to play game Free Realms. In addition to helping tune vehicle physics, I designed the layout of two tracks and placed powerups and AI on four of the seven tracks.

FREE REALMS DEMOLITION DERBY- Worked with SOE to build a vehicular destruction game. I helped with vehicle physics, designed one of the three arenas, and was in charge of AI and powerup creation/implementation.

FREE REALMS FISHING- Worked with SOE to create a fishing minigame that went through multiple iterations including an arcade fishing title focused around reeling and line tension. Final product involved much data design, working with MMO designers in charge of item distribution and progression.