

Daniel Gavrin

Los Angeles, CA
831-241-3303

Game Designer

danielgavrin@gmail.com
www.danielgavrin.net

EXPERIENCE

Infinity Ward(2012 - Present)

Game Designer

Call of Duty : Infinite Warfare

- Pitched and scripted campaign missions that were used for greenlights and trailers
- Created a large portion of the Geneva E3 Floor Demo
- Prototyped gameplay mechanics and worked with programmers to bring them to completion
- Created gameplay systems used throughout the campaign

Call of Duty : Ghosts

- Pitched and scripted campaign missions
- Scripted entire "Homecoming" mission
- Prototyped gameplay mechanics and level events

Independent Work

Call of Duty 4 Modern Warfare: VIP (2011 - 2012)

- Designed and scripted all gameplay events
- Created new gameplay spaces
- Scripted campaign missions

Call of Duty 4 Modern Warfare: Extraction (2011)

- Designed and scripted all gameplay events
- Worked with a level designer to create new gameplay spaces
- Created over 9 days

Call of Duty World at War : NightRaid (2010)

- Designed and Scripted all gameplay events
- Created all level geometry

SKILLS

Game Design

- scripting events, combat encounters, stealth encounters
- geometry creation
- pitching levels and ideas
- gameplay systems and mechanics
- Mocap Direction

Game Editors

- Call of Duty Radiant
- Source
- Unreal

Programming

Programming

- Call of Duty GSC
- Lua
- C#, C/C++
- Python

Software

- Microsoft Office
- Adobe Photoshop
- Maya
- Perforce
- Jira

EDUCATION

Monterey Bay Peninsula College

2008-2011

- Associates Degree in Computer Science and Information Systems