

Garrett Huxtable

Game Designer

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Professional Experience

Content Designer at Turn 10 Studios

August 2017- February 2019

Forza Horizon 3

- Designed over 350 missions for the open world of Forza Horizon 3 with steady or rising monthly participation numbers over 14 months until the launch of Forza Horizon 4
- Built weekly challenge missions featured on company live streams and within the game
- Created best practices for missions based on data gathered from previous Forza titles and Forza Horizon 3
- Shared content creation practices with Playground Games for the development of Forza Horizon 4

Forza Motorsport 7

- Drove the content design and creation of standard and ranked multiplayer modes and rewards through XMLs
- Designed in game events to retain players resulting in significantly greater retention rates than previous Forza titles
- Worked with studio leadership to ensure all content was in line with studio standards and goals for the game
- Wrote, maintained, and automated documentation used by team members of multiple disciplines to create content and tools for the game and the community
- Coordinated with tools devs to create new tools for better work processes and rapid iteration for content creation

Assistant Director at iD Tech Camps, University of Washington

May 2016 - August 2016

- Managed a staff 24 instructors and over 200 students per week, receiving positive reviews from management, staff, students, and parents/guardians
- Created and ran an onboarding process with custom materials for new hires and returning seasonal staff
- Aided in the instruction of Game Design, Autodesk Maya, Web Design, and Python classes

Academic Projects

Level Designer / Technical Artist

September 2016- August 2017

Penny Blue Finds a Clue - First Person Point-&-Click Adventure Game

- Planned and built the game's levels using Illustrator, Maya, and Unreal Engine 4 BSPs for precision construction
- Encouraged exploration through the use of environmental storytelling and an abundance of meaningful collectibles
- Developed the art pipeline and tools for the art team, using PyMel, GitHub, and Slack to increase productivity
- Worked closely with the artists, sound designer, programmers, and other designers to create an award winning game

Sole Developer

September 2016- December 2016

Tiny Tanks - Asynchronous Tactical Multiplayer Game

- Built a tactical multiplayer game in Unity Engine 5, utilizing handcrafted scripts for complete control of the systems
- Designed for gameplay depth that can be understood quickly, but has room for mastery of mechanics over time
- Constructed and tested paper prototypes to determine viability of game before launching development

Level Designer / Systems Designer

September 2015- April 2016

Rafflesia - Co-op FPS

- Planned and built levels using a combination of graph paper, Adobe Illustrator, Autodesk Maya, and Unity Engine 4
- Designed the final level around a dynamic boss with multiple stages requiring mobility for both players and the AI
- Scripted and built levels for Deathmatch and Capture the Flag modes during the prototyping phase of the project

Skills

Design

Content Design, Level Design, Systems Design, Live Content, Multiplayer Design, Prototyping, UI/UX Design, Narrative Design, Reward Structures

Technical

C#, Unity Engine 5, Unreal Engine 4, Excel, Word, Visio, XML, Perforce, Git, PyMel

Production

Team Management, Localization, Agile Development, Slack, Trello, Interdisciplinary Communication, Microsoft TFS, Scrum

Art

Autodesk Maya, 3D Modeling, Adobe Illustrator, Adobe Photoshop, Adobe InDesign

Awards & Nominations

Penny Blue Finds a Clue

Finalist, Best Student Game IGF 2018
Indiecade 2017 Official Selection
2017 DigiPen Game Awards: Claude Comair Game of the Year, Best 2D Design, Best Characters, Best Music

Education

Bachelor of Arts in Game Design

DigiPen Institute of Technology

April 2017
Graduated