



# Jon Michael Hickenbottom | Senior Level Designer

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## Experience

**God of War : Ragnarök** *PlayStation 5, PlayStation 4* 2019 - Present

**Level Designer | Sony's Santa Monica Studio**

- Level Design and Level Scripting across several levels in release
- Collaborating across all departments to bring assigned levels to release

**Insurgency : Sandstorm** *PC, PlayStation 4, Xbox One* 2017 - 2019

**Senior Level Designer | New World Interactive**

- Collaborate with designers on direction, blockmesh and blueprint development
- Responsible for refinement of compositions, shapes, terrain sculpting and asset placement throughout all multiplayer levels using Unreal 4

**Day of Infamy** *PC, OS X* 2016 - 2017

**Senior Level Designer | New World Interactive**

- Responsible for layout refinement, terrain sculpting and art for six multiplayer levels

**Unannounced Unreal 4 Project** *PC, Playstation 4, Xbox One* 2014 - 2015

**Environment Artist | New World Interactive**

- Designed and produced various new models, materials and assets

**Senior Level Designer | New World Interactive**

- Responsible for collaboration on design and pre-production of an expansive, open-world level crafted for various multiplayer game modes
- Collaborated with a team of researchers as we traveled through Central America to provide photographic references for fellow designers and artists

**Insurgency** *PC, OS X* 2012 - 2016

**Lead Level Designer | New World Interactive**

- Using Valve's Source Engine, responsible for layout design, blockmesh, terrain sculpting, art implementation, optimization and polish for six shipped levels in the release of Insurgency (Siege, Market, District, Revolt, Peak, Contact)
- Collaborated with small team in three other levels that shipped for content updates
- Designed and produced multiple models, materials and assets in final release

**Insurgency : Modern Infantry Combat Mod** *PC* 2004 - 2007

**Level Designer**

- Created two shipped levels for Insurgency: Modern Infantry Combat Mod
- Created through collaboration of designers, programmers and artists around the world
- Downloaded by one million players and won 2007's ModDB Mod of the Year Award

## Skills

- Maya, 3D Studio Max, Unreal 4, Valve's Source Engine, Z Brush, Substance Suite, Adobe Photoshop, Adobe Lightroom, Adobe Illustrator and Microsoft Office
- Layout design, construction, composition and optimization using concept and reference
- High-to-low poly modeling, unwrapping, texturing, collision and level of detail creation
- Professional photographer with emphasis on composition, design and storytelling

## Education

- California State University Northridge, Bachelor of Arts, High Honors, Theatre **2012**
- Moorpark Community College, California, Associates Degree, Dramatic Arts **2008**

## Further Education

- Robert McKee's *STORY* 3-Day Seminar **2019**
- CG Master Academy's Level Design for Games with Emilia Schatz **2018**
  - *Published 80.LV article on workflow and work created for this course*
  - *<https://80.lv/articles/introduction-to-level-design-for-games/>*
- CG Master Academy's Vegetation and Plants for Games with Jeremy Huxley **2017**
- CG Master Academy's Intro to Environment Art with Andres Rodriguez **2017**

Referrals Upon Request