Warren Price

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Lead Game Designer and Design Manager

Drive Team Cohesion and Growth with hands-on approach through Design Leadership, Hiring, and Training on High-Profile Projects

Guide global, cross-functional teams to elevate project outcomes through seamless collaboration, clear communication, and strategic feedback. Foster inclusive, feedback-driven environments via playtesting, team collaboration, and documentation. Craft memorable player experiences by harmonizing emotional resonance with gameplay systems, world building, and cinematic storytelling. Enhance team capabilities through tool education, cross-functional coordination, and iterative process refinement.

Certified Project Management (Agile, Scrum, Kanban, DevOps) | Cross-Studio Team Management | Media-Trained Public Speaking

Professional Network Event Planning / Hosting | Certified Conflict Mediation

Technical Skills

- Gameplay Balancing
- Level Design
- AI / Weapon Tuning
- Autodesk Maya
- Design Documentation

- System Design
- Data Analytics (DNA)
- Bug Reporting and Database Management (Jira)
- Adobe Photoshop
- Game Engines (Radiant, Anvil, Snowdrop, Frostbite, Unreal)

Professional Experience

HIGH MOON STUDIOS (Activision Blizzard / Microsoft), Carlsbad, CA

Lead Level Designer, Remote   2022 - 2025

Call of Duty: Warzone

- Design Lead: Directed map design for Warzone, elevating gameplay of world's most popular FPS franchise.
- Map Releases: Delivered 5 highly acclaimed Battle Royale and Resurgence maps, including Fortune's Keep and Verdansk, across console and mobile platforms.
- Zombie Mode: Spearheaded map development for Shattered Veil, resulting in top-rated co-op Zombie experience.
- Live-Ops: Maintained consistent seasonal map updates and refinements, enhancing player live-service engagement.
- Team Building: Built a high-performing design team by screening resumes, leading interviews, and making key hiring decisions.
- Released Titles: Blockbuster titles, including Call of Duty: Modern Warfare 2 and 3 and Black Ops 6, contributing to franchise growth.

UBISOFT, San Francisco, CA

Lead Level Designer   2019 - 2022

XDefiant

- Design Lead: Led level design team on fastest growing FPS in Ubisoft history, combining fan favorite characters and locations from Ubisoft's most beloved franchises, including Splinter Cell, Ghost Recon, The Division, Farcry, Watch Dogs, Assassin's Creed and more, resulting in some of the most well received maps in the genre.
- Core Design: Established world metrics, workflow processes, and gameplay mechanics, enhancing project productivity.
- Cross-Studio Leadership: Coordinated and guided design efforts with satellite studios across multiple continents, increasing project collaboration.
- Design Training: Trained multiple designers across several studios, boosting design efficiency.
- Playtest Management: Conducted and facilitated daily build playtests, improving player enjoyment metrics.

Senior Mission Designer   2014 - 2019

South Park: The Fractured, But Whole

- Mission design: Designed and implemented many missions for South Park, including cinematics, puzzles, and combat.
- RPG design: Collaborated in design of the game's RPG system, as well as its turn-based combat mechanics.
- Procedural system design: Designed various NPC and AI systems for South Park's open world segments, resulting in a more immersive and dynamic gameplay experience.
- Team Management: Allocated and distributed tasks for design team as well as bug tracking and database management, improving team efficiency and timely resolution of issues.

VISCERAL GAMES (Electronic Arts), Foster City, CA

Level Designer   2010 - 2014
Battlefield: Hardline
- Level design: Created levels for Hardline's single player campaign with emphasis on exploration, stealth, and player choice, all firsts for Battlefield franchise.
- Systems design: Worked with AI team, creating new AI system with investigative and search behaviors. Also contributed to designs for the multiplayer gadget system.
- Vehicle design: Tuned vehicle properties and controls for gameplay balancing. Assisted in conception of new vehicles, complementing Hardline's setting.
- Documentation management: Managed internal documentation, maintaining design consensus and establishing consistency across the game.

Dead Space 3 (& Awakened DLC)
- Co-op level design: Designed action horror-based levels with emphasis on cooperative play, which applied to other design responsibilities highlighted below.
- Puzzle design: Developed and implemented puzzles to uniquely utilize Dead Space's physics-based gameplay and time slowing "stasis" mechanics.
- Combat encounters: Created fun and challenging combat scenarios, choosing which combinations of enemies the player would engage, their spawn patterns, and how they would best navigate the level layout.
- Epic moment design: Devised some of Dead Space's most specialized and epic moments from conception to final, resulting in critical acclaim.

Dead Space 2 (& Severed DLC)
- Level design: Designed levels with emphasis on creating horror, atmospheric tension, and visual storytelling. Also created suspenseful and chilling scripted events.
- Combat encounters: Created and tuned intense and engaging combat encounters with strong focus on horror.
- AI design: Worked with our lead gameplay engineer, creating new and exciting behaviors and attack patterns for our creature-based enemies.

SONY SANTA MONICA, Santa Monica, CA

Associate Level Designer   2008 - 2010
God of War III
- Level design: Designed levels with focus on visceral third person combat and platforming.
- Puzzle design: Created puzzles designed to expand players' understanding of mechanics, diversify gameplay, and maintain level pacing. Worked strongly with camera designers to get visual messaging clear for the player.
- Combat encounters: Designed multiple third person action based combat encounters, increasing player engagement.
- Boss design: Worked with combat designers, providing design support and level layout management for some of Kratos' most fearsome boss battles.

NAUGHTY DOG, Santa Monica, CA

Associate Game Designer   2007
Uncharted: Drake's Fortune
- Level design: Managed Uncharted's treasure placement. Improved trigger volumes. Localization implementation.
- Dialogue and audio design: Designed VO system for dynamic friendly and enemy AI vocalizations. Implemented audio SEs.
- Focus test management: Directed focus tests, securing valuable feedback and analytics to design team.

Additional Projects

SUPERBOT ENTERTAINMENT, Santa Monica, CA, **Design Consultant**
Playstation AllStars: Battle Royale
- Franchise Liaison: Fostered collaboration between EA and Sony, bringing Isaac Clarke into PlayStation All-Stars.
- Design Consultant: Consulted on Isaac's character and moveset in the game, resulting in more authentic and enjoyable gameplay experience.

Education

Bachelor of Arts (BA), Sociology, Minor: Psychology, Occidental College, Los Angeles, CA