



CALEB DOUGHTY

Game Designer

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I'm a gamer and committed developer with a wide variety of design experience. I have contributed to small-scale mobile games with a team of 5, to massive AAA productions with 500 developers. My goal is to consistently deliver top-notch games and entertainment across any platform.

My journey in game development began in 1995 with modding levels in Doom. Over the last 30 years, I have been actively involved in designing, crafting, and creating games. I am always available to discuss games and welcome any opportunities for collaboration.

History



TITLES SHIPPED

12



PLATFORMS

7



YEARS EXPERIENCE

17

Blizzard Entertainment

2023-2024

Unannounced Survival Game - Gameplay Design

Primary POI designer for the tentpole PvEvP experience within the open world. Collaborating with numerous teams to bring the world, combat, exploration, and puzzles to life.

- Facilitated and managed brainstorming sessions.
- Created design documentation for core and location specific gameplay mechanics.
- Prototyped POI gameplay mechanics in-engine.
- Built core gameplay mechanics, from locked and barricaded doors to item dispensers and themed throwables.
- Managed and incorporated work from numerous downstream teams, from props and audio to animation and characters.

343 Industries

2013 - 2023

Halo Infinite - Gameplay Design

POI Gameplay and Mission designer for three golden path missions. Responsible for numerous pre-production efforts and prototypes to establish open world Halo.

- Outpost Tremonius combat and mission design.
- Excavation Site combat and mission design.
- House of Reckoning combat and mission design.
- Design Lead of the global Supply Lines system.
- Design Lead of flashback combat mission prototypes.
- Design lead for the first vertical slice deliverable.
- Prototyped resources collection and world resource dispensers.
- Prototyped the first interactive map for open world exploration.
- Designed and prototyped numerous open world activities, including orbital strike, explosive payload escort, tower defense, and orbital turret encounter holdouts.

Halo 5: Guardians - Narrative Design

Lead design and implementation of the Combat Chatter system used in Campaign and Multiplayer to provide flavor and tactical dialog.

- Designed and created voice audio targets for combat.
- Assisted in the recording of 30,000 lines of voice over and emotes used in the Chatter System.
- Designed the dialog call and response system used to trigger dynamic conversations during and outside of combat.
- Wrote and triggered hundreds of gameplay events for dialog.
- Built a location name network to support the hundreds of location specific dialog lines.
- Prototyped a living and growing narrative diorama system.
- Prototyped world based narrative stories for world building.



Role Experience

Design Team Lead
 Level Design
 Combat Design
 Encounter Design
 Weapon Design
 Cinematic Design
 System Design
 Multiplayer Design
 Narrative Design



Engine and Tools

Inferno
 Slipspace
 Synapse
 Unreal Editor
 CryEngine Editor
 Refractor Editor
 Hammer Editor
 Source Engine
 LUA
 Python



Game Genres

Action Platformer
 Action Adventure
 Party Game
 Brawler
 Gyroscopic Flight Shooter
 Gyroscopic Shooter
 Tablet Brawler
 First-Person Shooter
 First-Person Adventure

GLU Mobile

2011 - 2013

Deer Hunter 2014 - Multiplayer Design

Multiplayer design and rewards balance for progression. Balanced currency rewards and populated competitive hunts for leaderboard style compulsion loops.

Tons of Guns - Lead Game Design

Combat and progression design for this gyroscopic shooter with thousands of weapons to collect, upgrade, and customize. Implemented enemy and location information for hundreds of playable missions.

Bombshells: Hell's Belles - Gameplay Design

Aircraft, weapons, and progression design for this gyroscopic flight shooter with dozens of weapons and aircraft to collect, upgrade, and customize. Responsible for all core combat, player progression, and PVP arenas.

Griptonite Games

2009 - 2011

Marvel Super Hero Squad: Comic Combat - Combat Design

Designed and implemented dozens of brawler style enemies from the animated Marvel Universe. Designed and built multiple combat systems and behaviors for each enemy and player hero.

Kung Fu Panda 2 - Cinematic Design

Blocked and implemented cinematic cutscenes involving actor placement, animation timing, and camera blocking/movement. Managed all scene layout and asset coordination with downstream teams for props utilized for cutscenes.

Amaze Entertainment

2006 - 2009

Princess and the Frog - Lead Design

Lead and organized the design team for Disney's party game which released alongside the theatrical premier of Princess and the Frog. Designed and documented each minigame along with progression and rewards. Oversaw the implementation of all minigames and hub progression unlocks.

Where the Wild Things Are - Gameplay Design

Designed and implemented four levels, including the introductory tutorial and final gameplay experience of the game. Each level required camera rail placement, combat scripting, prop placement, and rewards.

Indiana Jones: Staff of Kings - Cinematic Design

Blocked and implemented cinematic cutscenes involving actor placement, animation timing, and camera rail movement.

Shrek the 3rd - Jr Design

Populated numerous levels with enemies, props, and rewards. Implemented the combat camera rail and scripted actions in numerous gameplay spaces.

Freelance Development

2002 - 2006

Empires Mod - Level Design

Natural Selection - Level Design