

John Salagaj

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Experience:

Associate Game Designer, Visual Concepts

June 2021 - Present, Austin, TX

- Designed and implemented Quest content
- Designed, implemented, and tuned Rival AI and created Rival Encounters
- Balanced Quest Progression and Difficulty
- Designed and balanced Reward Progression in Quest content

Associate QA Project Lead, Activision

July 2020 - June 2021, Austin, TX

- Managed a team of QA Testers to complete test passes, developer requests, and ensure the project was in a state to be shipped
- Managed multiple JIRA bug databases

Junior Designer, Vicarious Visions

August 2018 - August 2019, Menands, NY

- Design combat encounters that challenge players to utilize different play styles
- Design unique missions and levels for players to experience

Quality Assurance Tester, Vicarious Visions

June 2017 - June 2018, Menands, NY

- Tested the project to ensure the best possible end user experience
- Collaborated with Artists, Designers, and Engineers to solve problems
- Found and documented major issues with the project

Projects:

NBA 2K24, Associate Game Designer, Oct. 2022 - Present

NBA 2K23, Associate Game Designer, Oct. 2021 - Sept. 2022

NBA 2K22, Associate Game Designer, Jun. 2021 - Sept. 2021

Call of Duty: Vanguard, Associate QA Project Lead, Oct. 2021 - Jun. 2021

Call of Duty: Black Ops Cold War, Associate QA Project Lead,
Aug. 2020 - Oct. 2021

Call of Duty: Mobile, Associate QA Project Lead, Jul. 2020 - Aug. 2020

Warcraft III: Reforged, Cinematic Designer, Apr. 2019 - Aug. 2019

Destiny 2: Penumbra, World Designer, Dec. 2018 - Mar. 2019

Destiny 2: Black Armory, World Designer, Aug. 2018 - Dec. 2018

Destiny 2: Warmind, Activities Lead Tester, Oct. 2017 - May 2018

Destiny 2 PC, QA Tester, Jun. 2017 - Oct. 2017

Education:

Champlain College:

Aug. 2013 - May 2017

Bachelor's Degree in Game Design

Software:

- C++
- C#
- Unreal Engine Blueprint
- Lua
- Java
- Python
- Unity 5
- Unreal Engine 4
- Autodesk Maya
- Radiant
- Creation Kit
- Perforce
- Team Foundation Server (TFS)
- JIRA
- Microsoft Office
- Adobe Illustrator
- Adobe Photoshop

Skills:

- Communication
- Time management
- Goal prioritizing
- Work Ethic
- Attention to Detail
- Scripting
- Adaptability