

# Quinn McDonnell

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Portfolio: [quinnmcdonnell.com](http://quinnmcdonnell.com) | LinkedIn: [linkedin.com/in/quinn-t-mcdonnell](https://www.linkedin.com/in/quinn-t-mcdonnell)

## GAME & SYSTEMS DESIGNER

Systems Design • Gameplay Design • UI/UX • Unreal Engine • Unity

## CORE SKILLS

**Game Design:** Systems Design, Combat Design, Level Design, UI/UX Design, Player Progression, Gameplay Prototyping

**Technical:** C++, C#, Unreal Engine 5, Unity, GLSL, OpenGL, CMake, Vector & 3D Math

**Production & Tools:** Git, GitHub, Jira, Confluence, Agile, Scrum, Google Workspace, Microsoft 365

## EDUCATION

Champlain College — Burlington, VT

B.S. in Game Design, Minor in Game Programming

Graduated May 2025 — Summa Cum Laude

GPA: 3.87 / 4.0

Dean's List (Fall 2021 – Spring 2025); President's List; Trustee's List

Study Abroad: Montreal, QC (Spring 2024)

## PROJECT EXPERIENCE

### **Booklet's Big Story — Steam Release**

Lead Systems & Level Designer | Sept 2024 – May 2025

- Founding designer on a multidisciplinary team that shipped a full game to Steam
- Owned core gameplay systems and player abilities (2 core, 3 unlockable)
- Iterated on 3D platforming level design in Unreal Engine 5
- Collaborated with programmers using visual scripting
- Led a team of 5 designers through recurring design meet ups

### **Sheepwalker — Ubisoft Game Lab Competition 2024**

Technical & UI Designer | Jan 2024 – May 2024

- Prototyped and polished core player abilities
- Designed and implemented clear, readable UI
- Authored design documentation for teammates and judges

## PROFESSIONAL EXPERIENCE

### **Stock Operations Associate — Big Lots (Jun 2024 – Aug 2024)**

- Inventory organization and visual presentation

### **Store Operations Associate — At Home (Jun 2023 – Aug 2023)**

- Customer support and point-of-sale operations

### **Lifeguard — Monmouth County Park System (May 2019 – Aug 2022)**

- Maintained safety standards and enforced procedure