



Jake Reicher

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PROFESSIONAL SUMMARY

To design, create and inspire unique level / mission designs for both realistic and other worldly / fantasy type settings. Creating new and exciting concepts for brands as well as designers, is what Jake brings to work every day. Fostering an inclusive environment and boosting voices of the unheard is incredibly important to Jake.

SKILLS

- Pen and paper design
- Documentation
- Photoshop
- Block-outs
- Visual scripting languages
- Game engine tools
- Pitches

WORK EXPERIENCE

EXPERT LEVEL DESIGNER

04/2024 to CURRENT

Highdive | Toronto, ON

- Owned and supported AAA levels, owning a 1-hour segment and assisting on a 30-minute portion from concept to alpha.
- Collaborated with international teams to realize narrative-driven AAA levels.
- Designed complex maps and whitebox environments for expansive 3rd-person action-adventure levels.
- Prototyped and refined unique gameplay scenarios alongside art, concept, and narrative teams.
- Developed and delivered pitches to leadership through in-game storyboards and video presentations.
- Actively engaged in peer review and collaboration with other Level Designers.
- Created comprehensive documentation and tutorials for core LD systems, specializing in AI and combat.
- Led training sessions on new system integrations to enhance LD workflows.

SENIOR LEVEL DESIGNER

02/2022 to 04/2024

TLM Partners | Toronto, ON

Immortals Of Aveum - Ascendant Studios:

- Designed puzzles and platforming sections for a first person shooter.
- Owned a main level (Underdwell), additional challenge shrines, as well as

supported LDs on other levels including the HUB world.

- Designed a unique enemy archetype with added game mechanics to support them within my level.
- White boxed layouts, and took levels from paper to ship quality.
- Supported as a part of multiple feature strike teams that were testing and integrating new gameplay systems. This came with check-in authority for other LDs as well.

SENIOR LEVEL DESIGNER

04/2019 to 02/2022

Ubisoft

Far Cry 6 / Post Launch:

- Designed & produced main/side missions across the campaign including the final mission and Stranger Things DLC
- White boxed layouts and worked with artists to implement my own and the directors' vision for mission spaces
- Designed last mission's city streets and central villain building, as well as side content locations
- Worked with narrative to create a balance between gameplay and story
- Created surreal and otherworldly missions that introduced exotic gameplay mechanics e.g teleporting ai, breathing underwater, horror moments, trippy puzzles

Watch Dogs Legion:

- Worked with procedural mission systems while combining and customizing them to create the main/side missions for the campaign
- Collaborated closely with the narrative teams to write each of the beats / scenarios for missions
- Contributed to the development of our technical tools as part of a design/scripting strike force that was implemented for the second half of our development cycle.

LEVEL DESIGNER

10/2016 to 04/2019

Ubisoft

Far Cry 5:

- Owned two unique walk and talk missions for the campaign
- Scripted ai guiding the player through an open world while delivering narrative and supporting in combat
- Built open world locations to support the missions
- Scripted a chase sequence as well as various hostage scenarios and combat encounters
- Traveled to sister studio in Montreal to meet with technical leads and

hammer out requirements/needs for missions which were using systems and techniques our engine was not accustomed to

- Updated resource and learning documentation to reflect any changes or additions we needed to make throughout the project
- Created paint overs of terrain adjustments and sculpted roads, paths, and mountainous regions for mission play spaces.

CINEMATIC DESIGNER

05/2012 to 10/2016

Ubisoft

Far Cry 5:

- Created a new cinematic scripting pipeline for designers that would get ramped on to the project
- Prototyped a new procedural cinematic that was used in the games kidnapping sequences

For Honor:

- Lead the other Cinematic Designers in their day-to-day tasks, helped with technical issues and chased up other departments to support their work
- Created and managed JIRA tasks for myself and the rest of the team
- Redistributing work and managing sprints to alleviate pressure from team members
- Created in game and pre-rendered cutscenes
- This involved creating scripts, integrating animations, VFX, Lighting, SFX, Music, Dialog, as well as importing props, characters and sets to Motion Builder
- Acted and recorded pre-viz binks for integration in game
- Acted as in engine technical support during mo-cap shoots
- Helped measure in game scenes and set up motion capture sets for shoots
- Created character gyms for every possible character customization for each in game faction
- Created individual character files for each class/customization
- Organized cinematic characters by army and displayed them for handpicking cinematic background dressing

Far Cry Primal, Assassins Creed Unity, Splinter Cell Blacklist:

- Scripted in game cutscenes
- Integrated and setup the timing for Dialog, Music, SFX, VFX, Lighting
- Created scene files, imported characters, props and sets for animators
- Key framed some prop and VFX animations
- Scripted dialog systems with player selected responses
- Acted and recorded pre-viz scenes for integration
- Dressed scenes with background characters, animations, VFX, scripted ai

ACCOMPLISHMENTS

and decals

- Helping to design a unique enemy type in Immortals of Aveum and introducing unique gameplay puzzle mechanics to support them.
- Leading the Stranger Things content for Far Cry 6 and designing the DLC from the ground up.
- Getting recognized by the Head of the FC Brand for creating “my favorite mission” in FC6.
- Creating the press E3 demo for Watch Dogs Legion.
- Supporting LDs during Watch Dogs Legion as a member of the tech strike force.
- Creating the script and setup for systemic & open world cinematics in FC5.

EDUCATION

Advanced Diploma | Game Development
Durham College, Ontario

04/2012