DAMOUN SHABESTARI

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310-218-9289   **damounshabs@gmail.com**

CREATIVE / DESIGN / CONSULTANT

As a Professional Game Director, I manage the development of multiple teams in building a portfolio of projects. I am hands-on in forging the development process including, design, production, build reviews, and QA- reporting back to our Studio Head on all working titles.

I oversee development efforts and keep the team as a whole on track and accountable for meeting production schedules, budgets and deadlines on multiple projects simultaneously, ensuring that internal and external developers meet milestones and receive all necessary information for success.

Once products have launched, I oversee the teams that operate live services. Working closely with production, product management, analytics, and digital marketing resources to make important daily/weekly decisions in providing the right mix of features and content, on an ongoing basis to increase growth and profitability for each project in the portfolio.

With over 15 years in the games industry, I am highly proficient in Single Player and Multiplayer level designs and have experience content scripting gameplay and cinematic encounters for multiple shipped AAA games.

PROFESSIONAL EXPERIENCE

Raven Software   **2022 – Present**

Lead Game Designer

First Contact Entertainment, Santa Monica, CA   **2016 – 2022**

Studio Game Director
Shipped Titles: Solaris OffWorld Combat, Firewall Zero Hour, ROM: Extraction

- Lead, inspire, and mentor the team.
- Own, articulate, and evangelize product direction.
- Create vision documents, product goals, design documents, that inform the team.
- Identify and champion game enhancements and improvements to other key stakeholders.
- Build a culture of learning that empowers the team to solve problems.
- Write specifications and design features alongside the Lead Game Designer and Lead Gameplay Engineer fitting to the vision and quality bar of the game. Reviews and approves work of internal staff as well as any related external resources to ensure that output meets expectations for quality and is in line with overall project direction.
- Determine the direction/creative vision for a given project and collaborate with the entire studio, development and implementation of related deliverables for that project.
- Work closely with other departments to ensure design supports a gameplay-first player experience.
- Represent all products in the portfolio in communications. This includes delivering presentations and taking responsibility for internal reviews with stakeholders, licensors, and partner companies.
- Representing the studio towards the player community by actively updating Official PlayStation Blog with updates pertaining to releases and live events for the project. Interviews with major media outlets such as IGN, Giant Bomb and UploadVR to promote the game.
- Spoke at Sony GDC keynote event in San Francisco to all 1st Party teams about Virtual Reality viability and the creative approach to developing compelling content.
- Attended multiple events such as Gamescom, PlayStation London Game Show (1st Party Sony Event), PAX, and E3 shows across the globe to promote the product.
- Extensive network of respected contacts within the entertainment industry.

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Starbreeze Studios, Beverly Hills, CA   **2015 – 2016**

Consultant/Lead Scripter
Shipped Titles: John Wick Chronicles, PayDay 2: Aftershock

- Pitch concepts, designs and full-proposals to project leads.
- Travel between Starbreeze HQ in Sweden and the Los Angeles office to develop the vision of multiple projects.
- Consulted with external partnered studios such as Skybound, Lionsgate, WeVR, Behaviour Interactive, Big Red Button and Grab Studios.

Treyarch, Santa Monica, CA   **2007 – 2015**

Game Designer - Mission/Gameplay Scripter
Shipped Titles: Call of Duty: Black Ops 3, Call of Duty: Black Ops 2, Call of Duty: Black Ops, Call of Duty: Modern Warfare 3, Call of Duty: World At War

- Develop and pitch prototypes that clearly articulate the vision of the features and/or missions
- Spearhead the collaborative process with engineers, animators, artists, sound designers and production staff to bring the game world and its characters to life.
- Develop demos for media events such as E3 Expo, PAX and Third Party Key Notes.
- Identify and resolve conflicts with other disciplines in a way that best meets the design goals of the project.
- Review work at various stages of implementation to ensure the execution matches the vision, goals and quality requirements.
- Routinely collect feedback from user-testing, the development team and design management.
- Create compelling and immersive gameplay with innovative, memorable, and impactful moments.
- Own missions from concept through ship.
- Use your technical background for problem solving, systems creation, and scripting unique scenarios.
- C++ scripting language to realize gameplay.
- Communicate and collaborate with other disciplines such as Executive Producer, Creative Director, Art, Animation, Audio, and Narrative to achieve development goals.

Treyarch, Santa Monica, CA   **2006 – 2007**

QA Lead/QA Tester
Shipped Titles: Call of Duty 3, Spider-Man 3

- Oversee product quality: supervise the various stages of testing on each project
- Work with cross-functional teams to ensure quality throughout the software development lifecycle
- Worked closely with Design on multiple projects for both online and offline components.
- Manage production of all testing deliverables including: daily reports, weekly status reports, test cases, test plans, bug tracking reports, final release certification report, RTM checklists, and post-mortem reports.
- Develop test plans and documentation. Ensure that all bugs marked resolved were resolved correctly.
- Support Producers and/or Developers: setup and run bug triages (bug reviews) and provide all necessary documentation. Lead discussions regarding the status of the bugs and the game in testing phase and collaborate on prioritization of remaining issues to ensure these are addressed and resolved.

THQ Inc, Agoura Hills, CA   **2005 – 2006**

QA Tester
Shipped Titles: Spielberg's Monster House, Sprint Cars: Road to Knoxville, Disney Pixar's Cars

- Collaborate with QA Engineers to develop effective strategies and test plans.
- Review and analyze system specifications.
- Execute test cases (manual or automated) and analyze results.

ADDITIONAL EXPERIENCE

Motion Capture Directing and Acting, Voice Overs (IMDb: http://www.imdb.com/name/nm4220012)

EDUCATION

2004-2006 – El Camino College – Torrance, CA
1999-2003 – Redondo Union High School – Redondo Beach, CA