

Quick Reference

Shipped titles with links to content / context for each:

- https://www.jessesnyder.org/trenches/?page_id=35

Playlist with videos of shipped missions / games:

- <https://www.youtube.com/playlist?list=PL2MT850EG7y28-kAc-V9iRdgha9oSqv6n>
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MythWalker

Creative Director – NantGames
iOS / Android | Released 2024

- **Overview**
 - **Original creator** of the concept for a real-world, location-based co-op mobile RPG. Led the project from ideation through prototype and greenlight, **building a 50+ person studio** and overseeing all aspects of production, design, and direction.
- **Key Contributions**
 - Pitched and had greenlit the core concept for a live geolocation RPG with co-op mechanics and dynamic world events and **innovative mechanics** such as tap-to-move and tethering.
 - Built the studio team from the ground up (50+ staff), including design, engineering, production, art, and marketing disciplines.
 - **Crafted core gameplay prototypes** in Unity, authored the GDD, and led system, level, and world design efforts.
 - Actively involved across all departments - design, engineering, art, audio, production, narrative, marketing, and PR.
 - **Directed vision and execution** from prototype to post launch as **project lead**.



Battle Royale R&D Projects

Creative Director – Daybreak Games

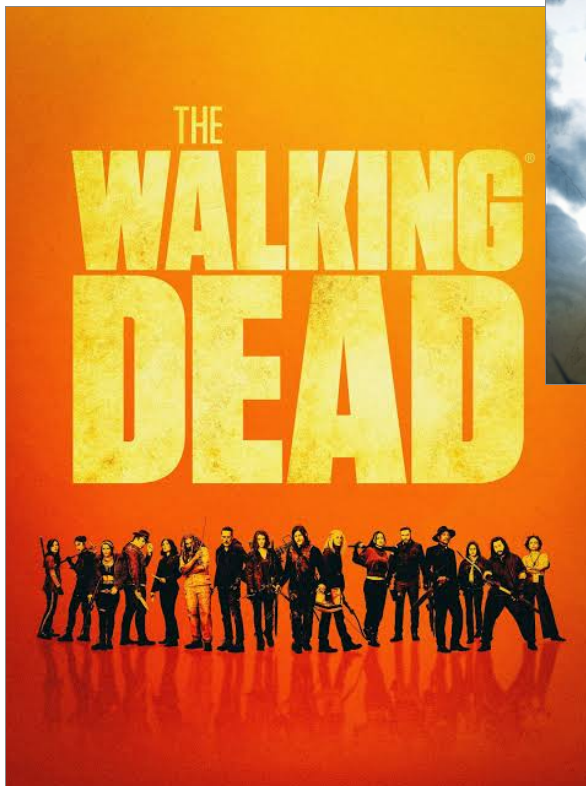
PC / Console | Unreleased (1-Year Internal Project, 2018)

- **Overview**

- Hired as the **foundational creative lead** for a new internal team focused on developing original and licensed IPs in the **Battle Royale space**, including concepts tied to **H1Z1** and **The Walking Dead**. Led early ideation, team-building, and prototyping efforts across multiple initiatives.

- **Key Contributions**

- Pitched and had greenlit multiple **Battle Royale concepts**, including an **original IP** focused on asymmetric team-based survival gameplay with extraction shooter elements.
- Wrote detailed GDDs for new IP and licensed concepts, establishing worldbuilding, combat mechanics, player progression, and monetization models.
- Built and led a small prototyping team to explore new gameplay systems using **proprietary internal tools**.
- Created new **worlds, factions, lore, and narrative arcs**, including tone docs and player identity systems.
- Edited and produced **internal pitch and demo videos** to align cross-functional stakeholders on vision and progress.
- Acted as cross-discipline liaison between design, tools engineering, art, and narrative.
- Prototypes were shelved due to external factors, systems and documentation contributed to ongoing tech and design initiatives.



Call of Duty: Modern Warfare

Gameplay Director - Infinity Ward
PS4 / Xbox One / PC | Released 2019

- **Overview**

- Contributed during the early stages of campaign development, focusing on mission **greenlight scripting**, AI and animation system improvements, and **prototyping new gameplay mechanics**. Played a key role in establishing the grounded, gritty tone that defined the rebooted Modern Warfare campaign.

- **Key Contributions**

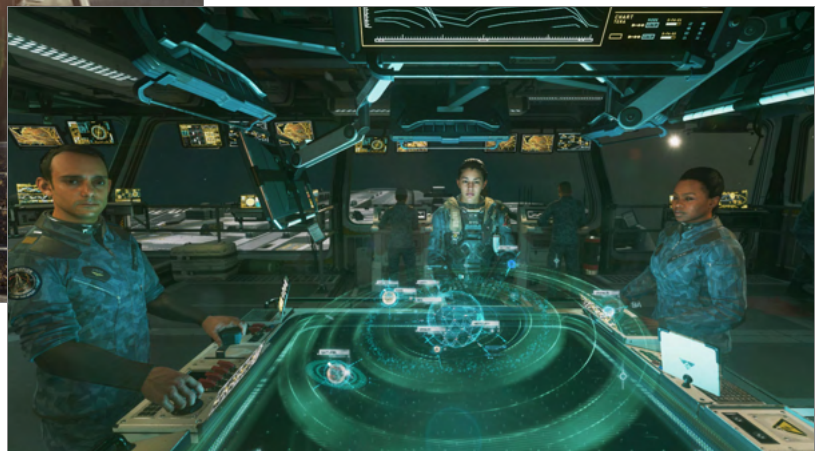
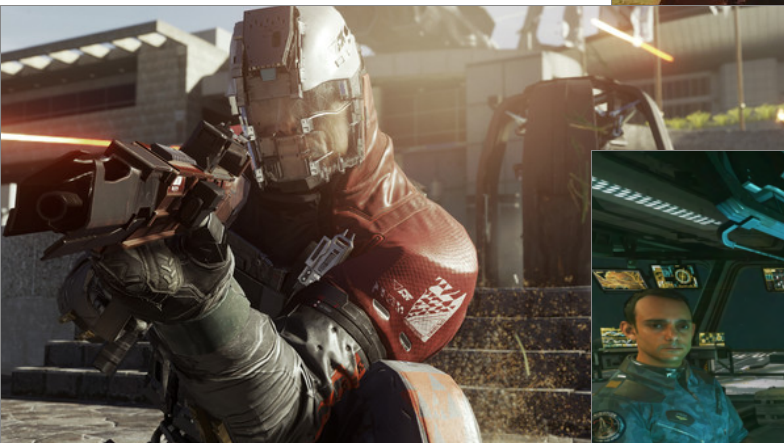
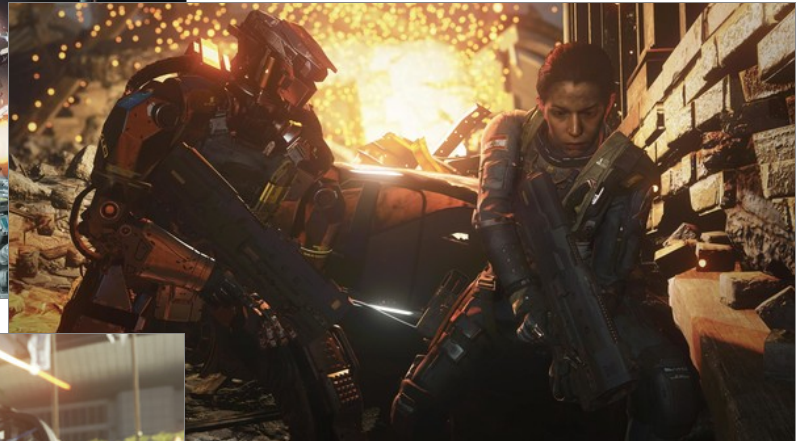
- Scripted the campaign's greenlight mission "**Picadilly**", used internally to secure tone, pacing, and gameplay direction.
- Identified and helped **rework AI and animation systems**, improving fidelity and responsiveness over Infinite Warfare.
- Led prototyping efforts for **new gameplay mechanics**, including:
 - "Mount Anywhere" cover system and Armor system.
 - Collaborated with narrative and creative directors to help establish the campaign's darker, more grounded aesthetic, including encounter pacing and player vulnerability.
 - Pitched multiple new mission concepts and personally prototyped two full missions (not included in final campaign but influenced structure of later levels).
 - Worked across departments to test and validate tone-driven design decisions in early vertical slice builds.



Call of Duty: Infinite Warfare

Gameplay Director - Infinity Ward
PS4 / Xbox One / PC | Released 2016

- **Overview**
 - Directed the concept and gameplay direction for the Infinite Warfare campaign. **Established open-ended mission design framework**, led prototyping for key systems, and directed the gameplay and mission design teams.
- **Key Contributions**
 - Directed initial concept, "**Ship Assault**" prototype, and greenlight phases of the campaign.
 - Designed and led implementation of sandbox-style mechanics, **open-ended mission structures**, and seamless space-to-ground transitions.
 - Designed the overall **mission hub structure**, vehicle mission flow, and **nonlinear progression system**.
 - Authored GDDs and designed and scripted sections of multiple missions, including:
 - "**Rising Threat**" (campaign opening mission)
 - "**Operation Port Armor**"
 - Provided hands-on support for scripting and encounter design where needed.
 - Managed and mentored mission and sandbox design teams throughout full production cycle.
 - Developed mission structure and encounter pacing for campaign beats.



Call of Duty: Ghosts

Senior Designer - Infinity Ward

PS3 / PS4 / Xbox 360 / Xbox One / PC | Released 2013

- **Overview**

- Senior-level contributor across multiple campaign missions, UI systems, and experimental narrative content. Delivered high-profile playable **content used in marketing and TV spots**.

- **Key Contributions**

- Designed and scripted "**The Hunted**", a dynamic stealth mission with **multiple branching outcomes**. Implemented light geo and level design work.
- Took over mid-production scripting of "**Into the Deep**", polishing and finalizing the mission for E3 and late-night TV demos.
- Self-initiated and shipped the "Rorke Files" **collectible narrative system**:
 - Learned Lua scripting and internal UI systems to develop the feature.
 - Collaborated with narrative and audio to integrate fully voiced content.
 - Added meaningful lore depth without impacting main campaign scope.



PSYCH PROFILE - GABRIEL RORKE 101% COMPLETE

01 CIA - HR3650092326177 // PSYCHIATRIC REPORT - 10/02

Patient: GABRIEL T. RORKE
Rank: Captain - ACTIVE DUTY

GABRIEL RORKE was involved in Operation: Sand Viper, and is one of only fifteen operators who survived the conflict. For the past year, the traumatizing experience seems to have no effect on his combat readiness or mental sharpness.

If anything, I would say the experience has given him purpose. He seems more focused than ever. Calm. It's really quite inspiring, actually. Most soldiers I've come across have "dead" eyes - they just look right through me, as if I'm not even there.

Captain Rorke displays no medical hindrances, physical or mental.

Diagnosis: Combat Ready.

FILE: rorke_gabriel_scans.jpg
SITE: Rheinland-Pfalz, Germany
DATE: APR12
AUDIO: g_rorke_psycheval.wav

Call of Duty: World at War

Lead Designer – Treyarch

PS3 / Xbox 360 / PC | Released 2008

- **Overview**

- Led the campaign mission team and spearheaded two of the game's most significant innovations: **campaign co-op support** and the first iteration of **Call of Duty's "Zombie mode"**.

- **Key Contributions**

- Advocated for and prototyped co-op campaign gameplay, securing greenlight for inclusion.
- Designed and scripted the greenlight mission "**Little Resistance**", used to secure executive buy-in.
- Created and maintained core systems including AI logic, weapons, and level scripting.
- Conceived and built iconic "**Zombie Mode**" as a skunk-works project, later becoming a defining Call of Duty feature:
 - Developed prototype outside normal production pipeline.
 - Garnered internal support and integrated into shipping game.
 - Built and Scripted "**Nacht der Untoten**" and "**Verruckt**".
 - Came up with initial mechanics including the "**Mystery Box**", power-ups and progression.
 - Spawned a franchise-defining mode that remains a core pillar of the brand.
- **Led and managed the full campaign design team** from concept to ship.
- Developed mission structure and encounter pacing for campaign beats.



Call of Duty 3

Senior Designer – Treyarch

PS2 / Xbox / Xbox 360 / Wii | Released 2006

- **Overview**
 - Senior campaign designer responsible for core missions, scripting, and overall **GDD contribution**. Played a key role in establishing tone and structure of the single-player campaign.
- **Key Contributions**
 - Co-authored the single-player campaign GDD.
 - Designed and scripted multiple missions, including "**St. Lo**", the **tutorial** and **greenlight** mission.
 - Created Xbox 360 kiosk demo as a skunk-works project which ended up in stores across the world.
 - Developed mission structure and encounter pacing for campaign beats.



Call of Duty 2: Big Red One

Designer – Treyarch

PS2 / Xbox / Gamecube | Released 2005

- **Overview**

- Core mission and systems designer. Contributed to foundational elements of campaign design and early prototype work.

- **Key Contributions**

- Designed and scripted multiple missions, including:
 - Entirety of "**Piano Lupo**"
 - Intro and rail sequence for "**An Easy Detail**" (prototype/greenlight mission; later handed off)
 - Authored key encounter scripting, narrative triggers, and objective flow.
- **Taught Treyarch** how to use Call of Duty tools and engine.
- Central to bringing Call of Duty: United Offensive engine and tools from PC to PS2.



Call of Duty: United Offensive

Designer – Gray Matter Interactive Studios
PC | Released 2004

- **Overview**
 - Contributed to both single-player and multiplayer teams. Delivered scripting, geo, and helped expand gameplay systems including the first use of vehicles in Call of Duty.
- **Key Contributions**
 - Scripted opening mission "**Battle of the Bulge**".
 - Designed and built level geometry for:
 - "**mp_foy**" (shipped)
 - "mp_sword" (cut during production)
 - Developed and scripted **vehicle systems, a first for the franchise.**
 - Supported both campaign design and multiplayer level design, contributing to scripting, layout, and pacing.



Media

Videos

Interview at PAX about MythWalker (2024):

- <https://www.youtube.com/watch?v=PouR-ixCPnM>

MythWalker Announcement Trailer, I appear throughout but starting at 11s (2023):

- <https://www.youtube.com/watch?v=Ovkhkou8T8o>

MythWalker Extended Announcement Trailer, I appear throughout but starting at 5s (2023):

- <https://www.youtube.com/watch?v=vcIaKIB578c>

Podcasts

Kotaku Splitscreen Podcast - The Human Story Behind Call Of Duty's Zombie Mode (2019):

- <https://kotaku.com/the-human-story-behind-call-of-dutys-zombie-mode-1833452886>
- https://open.spotify.com/episode/6R6jQNwoieMQAAtInSsxB?go=1&sp_cid=b3fd208de39a20db8510829737f42eb3&nd=1&dlsi=ed624263322541fd

Joygasm Podcast interview, part 1 & 2 (2018):

- <https://www.youtube.com/watch?v=KS0n50cZ--U>
- <https://www.youtube.com/watch?v=DttfTfd0Qds>

Articles

MythWalker Expands: Battle Wyldvae and Adventure Globally with Friends (2025)

- <https://geekgasm.org/2025/05/25/mythwalker-expands-battle-wyldevae-and-adventure-globally-with-friends/>

MythWalker Introduces Groundbreaking Co-op Tethering and New Fairy Foes in Major Update (2025)

- <https://monstervine.com/2025/05/mythwalker-update-tethering-wyldevae/>

MythWalker Goes Global With Tethering Feature (2025)

- <https://www.heypoorplayer.com/2025/05/21/mythwalker-goes-global-with-tethering-feature/>

MythWalker Expands its Fantasy World with New Tethering Feature and Content for One-of-a-Kind RPG Geolocation Experience (2025)

- <https://www.oneprstudio.com/mythwalker-expands-its-fantasy-world-with-new-tethering-feature-and-content-for-one-of-a-kind-rpg-geolocation-experience/>

MythWalker presenta su nueva función "Tethering" y otras novedades (2025)

- <https://latam.ign.com/mythwalker/108356/news/mythwalker-presenta-su-nueva-funcion-tethering-y-otras-novedades>

Mythwalker, A Classic RPG Crossed With Pokemon Go, Is So Obvious It Just Might Work (2024)

- <https://www.thegamer.com/mythwalker-a-classic-rpg-crossed-with-pokemon-go-is-so-obvious-it-just-might-work/>

Mythwalker: Where Magic Meets Reality | PAX West (2024):

- <https://www.gamerheadspodcast.com/post/mythwalker-where-magic-meets-reality-pax-west-2024>

PAX West: My Time With NantGames' MythWalker (2024)

- <https://bosrush.net/2024/09/10/pax-west-my-time-with-nantgames-mythwalker/>

PAX West 2024: MythWalker Hands-On Preview (2024)

- <https://www.heypoorplayer.com/2024/09/04/pax-west-2024-mythwalker-hands-on-preview/>

Patents

Virtual and real-world content creation, apparatus, systems, and methods (2024)

- <https://patents.google.com/patent/US12179091B2>

Location-based content sharing via tethering (2024)

- <https://patents.google.com/patent/US11876615B2>