

# Cary Jasinski

## Game Designer

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### Skill Sets

**Software:** Unity3D, UE4, Perforce, Confluence, Excel, TFS, Visual Studio, ZBrush, Maya

**Programming Languages:** C#, Blueprints, JavaScript, HTML5, CSS

### Experience

**Bungie Inc. – Systems Designer**

(January 2020 – Present)

#### *Destiny 2*

- Designed and implemented the Throne World Reputation system, which created a new reward vector for all destination content, filling a gap in the destination ecosystem by providing players with a reason to engage with all aspects of the destination.
- Designed and implemented the Evidence Board Questline, providing a directed method to introduce players to the myriad of systems that unlocked post-campaign, wrapped in an exciting narrative.
- Sought feedback early and often from peers and leadership. This resulted in flexible yet robust systems designs that ensured rapid iteration based on feedback was possible.
- Organized and led brainstorming sessions for owned features during pre production that helped inform the design and inspire buy-in from external dependency teams.
- Implemented the Season 13 Player Journey quests, a series of weekly quests that integrate the ritual loop and narrative into a more immersive seasonal experience than Destiny seasons have had previously.
- Designed Sabotage Quests, one of the core endgame systems for the Beyond Light release. Sabotage quests innovated the destination ecosystem in Destiny by affording players the ability to unlock destination upgrades in the form of increased rewards, activity access, and a collectible finder radar.
- Worked closely with the Art and Narrative teams to design Campfire Mementos, trophy items that can be placed at the players Campfire once earned. Mementos added a way for players to look back on their achievements in a tangible way.

**Bungie Inc. – Senior Test Engineer**

(April 2017 – January 2020)

#### *Destiny 2*

- Led rewards test team on *Destiny 2: Forsaken*, worked closely with designers to make iterative improvements on the economy and progression designs.
- Wrote reward automation scripts and created excel templates to make the results easily digestible. The automation was used to help predict how long it would take players to reach max Power post release.
- Helped develop a set of documentation standards for the Investment Discipline.
- Developed a process for tracking, managing, and grouping reusable test cases. This allowed feature focused test passes to be iterated on more reliably as well as cut down their creation time drastically.

**Big Fish Games – Contract QA Tester**

(August 2016 – December 2016)

*Various Games in the Hidden Object Genre (PC)* - Found and reported issues to offsite developers via JIRA.

Executed test passes that covered a large range of problem areas and ensured all Big Fish games maintained consistent quality. Assisted in pulling the PC team out of an extended crunch upon arriving at the company.

**Deep Silver Volition – Contract QA Analyst**

(August 2015 – July 2016)

*Agents of Mayhem (PC, PS4, Xbox One)* - Found and reported issues to developers via Hansoft. Debugged and root caused issues with in house tools and Visual studio. As part of a specialized two-person team I conducted tests to determine which scripts caused severe slowdown and tracked values over several months.

### Education

**Columbia College Chicago**

(September 2011 - Graduated May 2015)

Bachelor of Arts in Game Programming