

JASON BOWES

Game Designer | Level Design, Gameplay, and Narrative

Kent, WA • 916-502-6293 • jason.c.bowes@gmail.com • [linkedin.com/in/jason-c-bowes](https://www.linkedin.com/in/jason-c-bowes)

PROFESSIONAL SUMMARY

Game designer with hands-on level design and prototyping experience across AAA live-service and independent game development. Skilled at implementing design specifications into playable prototypes, revising quickly as design direction evolves, and using playtest feedback to refine gameplay mechanics, pacing, and difficulty. Proficient in Unreal Engine 5 and Lumberyard, with experience designing combat encounters, points of interest, and progression content within structured production pipelines and interactive software development methodologies. Comfortable communicating design intent across a cross-functional team of artists, engineers, and producers, and working closely with senior designers to align on creative vision and technical specifications.

CORE EXPERTISE

Design: Level Design • Gameplay Prototyping • Gameplay Mechanics • Combat Encounter Design • AI Placement • Progression Systems • Environmental Storytelling • Design Documentation • Playtesting & Iteration

Tools: Unreal Engine 5 • Lumberyard • Perforce • Microsoft Office (Word, Excel, PowerPoint) • SQL • Python

PROFESSIONAL EXPERIENCE

Game Designer 2026 – Present

Independent Game Development Co-op | Seattle, WA

- Design and prototype gameplay content across multiple independent titles spanning different genres and target markets, iterating based on internal playtests and team feedback.
- Collaborate within a small, cross-functional team to define creative direction, gameplay mechanics, and production priorities across titles, drawing on research spanning the full game development life cycle from concept through live support.

Game Designer 2024 – 2026

Amazon Game Studios – New World | Seattle, WA

- Implemented design specifications into playable prototypes for combat encounters, points of interest, and progression content using Unreal Engine 5, revising quickly as design direction evolved.
- Designed and refined gameplay mechanics and level layouts, using internal playtests and qualitative feedback to adjust pacing, difficulty, and clarity for players.
- Partnered daily with designers, artists, engineers, narrative designers, producers, and other product development partners, communicating design intent and incorporating feedback to stay aligned through iteration.
- Investigated player-facing issues in real time, revising geometry, quest logic, and AI behavior quickly to maintain quality and timeliness standards.
- Authored and maintained design documentation, including lore, quest structure, and environmental storytelling content, to guide implementation and keep content discoverable for players.
- Helped to design and refine new mechanics and gameplay loops that included the addition of UI elements, balancing screen real estate, and intuitive ease of use, with a strong mindset of accessibility.

QA Business Intelligence Lead 2021 – 2024

Amazon Game Studios – New World | Seattle, WA

- Defined the QA and analytics strategy supporting quality and player experience initiatives for a live-service MMO, reviewing and testing product features to help maintain a consistent quality bar.
- Helped design and build a Player Insights platform combining telemetry, community feedback, and survey data to help design and production teams catch issues early, prioritize fixes, and guide production decisions.

Business Intelligence Engineer 2019 – 2021

Amazon (Global Strategic Supplier Development; Prime Air) | Seattle, WA

- Partnered with cross-functional stakeholders to translate business questions into measurable analytics initiatives and executive dashboards, and investigated data integrity issues supporting Prime Air's FAA Type Certification process.

ADDITIONAL GAME INDUSTRY EXPERIENCE

Content Moderator, Roblox Inc., San Mateo, CA (2010 – 2013) • QA Tester, Electronic Arts, Anthem, Seattle, WA (2018) • QA Tester, Piranha Games, MechWarrior Online, Sacramento, CA (2012) • QA Tester, Electronic Arts (Combat Studios), Battlefield 2142: Northern Strike, Juneau, AK (2006) • SQL Developer / QA Lead, Wostmann & Associates, Juneau, AK (2008 – 2010)