

Dan Ouellette

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Senior Game Designer with 15+ years of experience shipping live-service, MMO, RPG, MOBA, and PvP titles. Strong focus on systems-driven design, rapid prototyping, and player-focused iteration across Unreal Engine and proprietary tools. Proven leader in ambiguous R&D environments—building pipelines, validating mechanics, and collaborating cross-discipline to move ideas from concept to production.

EXPERIENCE

Senior Level Designer

Intrepid Studios

4/2025 - 2/2026 [Ashes of Creation]

- Designed and iterated on **node-based city systems**, balancing player services, aesthetics, PvP sieges, and scalability
- **Established design pipelines** supporting evolving cities in a live-service MMO
- Led a **heuristic-driven redesign of First Time User Experience**, improving onboarding clarity across multiple starting regions

Game Design Instructor

InFocus Film School

1/2025 - Present [Unreal Level Design]

- **Mentoring** aspiring game designers on best practices and industry standards
- **Assisting students** with blueprints, level psychology, and unreal workflows for their game projects

Lead World Designer

Thought Pennies Entertainment

4/2022 - 11/2024 2.5 years [Unannounced Title]

- **As Content Product Owner I managed a team of 10** designers, engineers, and artists for in-game content creation and level design on a AA Dark Fantasy Action RPG
- **Established pipelines and processes for a procedural content loop with runtime heightmap deformation**
- Prototyped and validated **gameplay mechanics and new Unreal technologies**, including Procedural Content Generation (PCG)
- Built and maintained **feature roadmaps** guiding R&D into production-ready systems

Senior Designer, World

Standing Stone Games, Daybreak

2/2018 - 3/2022 4 years [Dungeons and Dragons Online] [Lord of the Rings Online]

- Designed and shipped **100+ dungeons** from concept to polish for live MMOs
- Created large-scale open worlds, including **10+ landscapes and 15+ procedural biomes**.
- Designed and balanced **600+ PvP items**, along with skills modification and tuning
- Implemented encounters, AI behaviors, and world mechanics using proprietary visual scripting
- **Supported 8 content designers** as the sole world designer on multiple releases

PvP Designer

Red 5 Studios

8/2015 - 2/2016 [Firefall]

- **Designed and balanced PvP weapons and skills across 15 playable classes**
- **Scripted PvP modes** and maps using Lua
- **Implemented respawn and music systems** supporting competitive pacing

Designer, World

Turbine Inc, WB Games Boston

12/2006 - 11/2014 [Lord of the Rings Online][Infinite Crisis][Asheron's Call]

- **Responsible for the design of the MOBA Trilane map** – Gotham Divided.
- **Balance of XP and currency progression, lane pushing**, design standards, and map modes.
- **Implementation of AI**, player skills, jungle camps, and map mechanics through proprietary visual scripting.
- **Dungeon and Interior concept, design, construction, and lighting** for instances and social hubs. Responsible for creating and maintaining over 60 instances in total, and over 80 interior spaces
- **Prototyped, built, and maintained the Skirmish system**. A collection of scalable and dynamic instances joinable anywhere in the world

JOB RELATED QUALIFICATIONS AND SKILLS

Design & Systems

- Gameplay systems design (PvE, PvP, progression, procedural content)
- Rapid prototyping & R&D validation
- Player onboarding & UX heuristics
- Balance, tuning, and iteration

Technical

- Unreal Engine (Blueprints, Level Design, PCG)
- Scripting: Lua, Python, C#
- Proprietary visual scripting systems

Collaboration & Production

- Cross-discipline leadership
- Agile roadmapping & milestone planning
- Jira, Confluence, Perforce, Git

GAME CREDITS

Lord of the Rings Online	2007
Lotro: Mines of Moria	2008
Lotro: Siege of Mirkwood	2009
Lotro: Rise of Isengard	2011
Lotro: Riders of Rohan	2012
Infinite Crisis	2015
Firefall	2014
DDO: Masterminds of Sharn	2019
DDO: Fables of the Feywild	2020
DDO: Secrets of Saltmarsh	2021
Lotro: Fate of Gundabad	2021
DDO: The Isle of Dread	2022
Ashes of Creation	2025