

RESUME

DAN CALLAN

Senior / Staff Game Designer — Activities, Objectives, Encounters & PvPvE Systems

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Profile

Staff-level game designer with more than 15 years of AAA experience across shared-world shooters, open-world games, and campaign missions. Specializes in turning systemic ideas into authored player-facing content, from early design and spatial refinement through scripting, implementation, playtesting, tuning, and ship.

Core strengths

Activity and encounter ownership; Shared-world and PvPvE systems; AI composition and combat spaces; Scripting, implementation, and tuning; Cross-discipline design leadership

Professional experience

Staff Designer / Bungie

Marathon

Jan 2023 – Jun 2026

- Authored every ambient encounter across three surface zones and one endgame interior, including boss encounters and the multi-stage Lockdown activity.
- Co-designed a zone-level encounter controller with engineering that routed every AI spawn through shared performance limits, content priorities, exclusions, and session-time difficulty rules.
- Defined reusable encounter prefabs and global standards for squad composition, spawning, combat geometry, AI objectives, respawn, withdrawal, and replacement behavior.
- Created a framework that supported faster encounter iteration and balancing, while allowing grouped content to be adjusted or disabled through data rather than a full content patch.

Lead Level Designer / Postcard Game Studio

Unannounced Open-World FPS

Jan 2022 – Dec 2022

- Led world, level, activity, and encounter design from early planning through a playable vertical slice.
- Defined scalable patterns for combat spaces, objectives, traversal challenges, routing, sightlines, encounter composition, and activity density.
- Established practical implementation and playtest workflows for a small team working through rapid iteration.

Professional experience — continued**Level Designer / Planner / Luminous Productions / Square Enix Group****Forspoken**

Dec 2018 – Jan 2022

- Designed large open-world areas around traversal flow, combat readability, exploration rhythm, and reward paths.
- Created modular challenge spaces, encounters, and world activities from blockout through playable implementation.
- Worked in a Japanese development environment with art, engineering, combat, and production teams to integrate gameplay needs into world layouts.

Senior World / Activities Designer / Bungie**Destiny / Destiny 2**

Aug 2014 – Oct 2018

- Took the Blind Well public activity from initial design through ship: activity logic, encounter pacing, difficulty tiers, rotating bosses, bonus objectives, UI and spectacle triggers, tuning, and bug fixing.
- Originated the Ascendant Challenge format, calendar structure, and lightweight production approach, then led three designers through concept approval, reviews, playtests, and implementation.
- Refined Dreaming City spaces for combat and authored ambient encounters, rare targets, quests, secrets, and three-week calendar variants across the destination.
- Collaborated with engineering on a loading solution that kept inactive combatant resources out of memory in shared spaces.
- Contributed destination and activity design to the Dreadnaught, Plaguelands, Io, and Nessus across multiple releases.

Mission Designer / 343 Industries / Microsoft Studios**Halo 4 / Halo 5 pre-production**

Earlier experience

- Designed and implemented Halo 4 campaign geometry, combat spaces, AI encounters, encounter pacing, and scripted gameplay beats, including content in the mission Infinity.
- Contributed to early Halo 5 campaign planning and encounter prototyping.

Additional production foundation

Earlier QA, BVT, and development-support roles at Microsoft, Nintendo, and Insomniac Games established a practical foundation in build stability, content validation, bug triage, and cross-discipline production.