

JUSTIN LOAR

TECHNICAL DESIGNER

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Portfolio: JustinLoar.com

PROFESSIONAL WORK

Lead Mission Designer

BORDERLANDS 4

Unreal Engine 5
October 2021 – Present

- Managing a team of mission designers to build the core narrative experience of our next flagship title, maintaining scripting best practices and standards
- Designed proprietary scripting tool suite new for Unreal Engine 5, including tools for mission scripting, cinematics, travel, and narrative systems
- Developed content pipeline for mission content among several disciplines including writers, systems, cinematics, animation, content art, and audio
- Designing the first plot mission of the game
- Presented milestone progress update videos to directors and the full team

Mission Designer

TINY TINA'S WONDERLANDS

Unreal Engine 4
February 2021 – October 2021

- Pitched, designed, and implemented missions including scripted events, voiceover dialogue, combat, NPCs, and narrative system integration
- Developed scripting tools and templates to help designers build efficiently
- Documented missions and narrative systems for multi-disciplinary teams
- Presented milestone progress to directors and department stakeholders

- Pitched, designed, and implemented early plot mission, "A Hard Day's Knight"
- Designed side mission "Cash 4 Teeth," implemented three others
- Setup mission scripting framework for post-launch mission content

BORDERLANDS 3 (+DLC)

Unreal Engine 4
June 2018 – February 2021

- Pitched, designed, and implemented all missions for the "Director's Cut" DLC
- Designed game mode and scripting tools for "Takedown" raid content
- Implemented several side missions including "Head Case" and "Sell Out"
- Designed live content and patches, including seasonal mission content
- Gamescom 2020 award-winner for "Best Ongoing Game"

MODS

AIN'T NO GRAVE

Fallout 4 (Creation Kit) | 11 months

Designed a three-mission single-player campaign with meaningful player choices, including world state changes and branching dialog.

PATIENT ZERO

Half-Life 2 (Source) | 3 months

Designed a 10-minute single-player level focused on horror and action, including custom-balanced combat, music, and scripted events.

SKILLS

Game Engines & Scripting
Design Disciplines
Additional Software

Unreal Engine 5, Unreal Engine 4 (Blueprints, Sequencer) | Unity 5 (C#) | Lua
Quest Design | Technical Writing | Level Design | Encounter Design
Adobe Premiere | Adobe Photoshop | OBS | Perforce | Twine | Wwise

EDUCATION

MASTER OF INTERACTIVE TECHNOLOGY, DESIGN

SMU Guildhall (2018)

Thesis: Designing Missions with Meaningful Choices

BACHELOR OF SCIENCE, SOCIOLOGY

Texas Christian University (2015)

Graduated with Honors