

TIFFANY TARAMPI

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SKILLS

Design Theory & Visual Composition
Team Leadership & Mentorship
Documentation Development
Technical Knowledge of Game Engines
Scope Planning & Execution
Cross-Departmental Collaboration
Adaptable & Calm Under Pressure
Retentive Learner

SOFTWARE

Proficient In

Radiant, Unreal, Unity, Perforce
Photoshop, Illustrator
Logic Pro X

Working Knowledge In

Houdini, Maya, C4D
After Effects
ProTools 11

EDUCATION

University of Southern California

B.M. in Popular Music Performance
Minor in Game Design & Management

Honors

Alpha Lambda Delta Honor Society
National Society of Collegiate Scholars

EXPERIENCE

UNANNOUNCED PROJECT | TREYARCH

05.2021 - Present

Senior Level Designer - Multiplayer

- Managing 4 Associate and Mid-Level Designers
- Directing content in context of game portfolio
- Creating and organizing documentation for studios working on game franchise
- Driving Studio and Departmental culture initiatives
- Continued responsibilities as Point Designer - designing, detailing, and closing content

Internship Program Director

- Collaborating with Studio Leadership on headcount needs
- Mentoring Department Directors as they manage and drive departmental programs
- Creating structure for the Internship Program and global program needs

CALL OF DUTY: BLACK OPS COLD WAR | TREYARCH

10.2019 - 04.2021

Level Designer - Multiplayer

- Collaborated with Leads on developing processes for both internal and external teams
- Mentored Level Designers, providing design, detail, and technical instruction
- Developed an onboarding program to quickly get new hires ready for production work
- Updated documentation on team practices in context of our upcoming project
- Continued responsibilities as Point Designer - designing, detailing, and closing content

Level Design Internship Department Director

- Directed Intern Managers as they created program curriculum and supporting materials
- Advised Managers as they provided performance reviews and critical feedback
- Managed and tasked 2 Intern Managers in addition to shipping DLC content

CALL OF DUTY: BLACK OPS 4 | TREYARCH

03.2017 - 09.2019

Associate Level Designer - Multiplayer

- Designed on-disc and DLC content, taking designs from 2D to blockout to ship
- Grew into Point Designer role, managing level designers and collaborating with other departments to drive maps holistically
- Detailed maps in collaboration with Art Direction while maintaining gameplay
- Took maps to technical ship quality, ensuring systems functioned properly and maps met our performance standards
- Documented practices and standards to efficiently communicate out to the team
- Managed and helped onboard designers at a third-party studio (*Beenox*)
- Maintained live game after launch

Level Design Intern Manager

- Reviewed, interviewed, and selected applicants alongside Hiring Managers
- Created and executed a 3-month curriculum
- Managed and tasked 2 interns in addition to shipping DLC content
- Provided performance reviews to develop and integrate interns with the team
 - Both interns were hired on as full-time designers as a result of the internship

CALL OF DUTY: BLACK OPS 3 | TREYARCH

05.2016 - 02.2017

Associate Level Designer - Multiplayer

- Implemented design changes to remastered maps to preserve legacy design while finding design opportunities within the Black Ops 3 movement systems
- Detailed remasters in collaboration with Art Direction to hit updated visual standards
- Closed remasters to technical ship quality

Level Design Intern

- Designed a Multiplayer and Campaign level and iterated based on feedback
- Scripted engagements and objectives in a Campaign level with a Level Designer
- Created a Systems Design Audit of competing games to inform designs for Black Ops 4