

Jean Paul Salman

Game Designer

<http://jeanpaulsalman.net> | jeanpaul_salman@hotmail.com

Skills

- Game Design
- Systems Design
- Level Design
- Visual Scripting (Blueprints)
- Feature Ownership
- Agile Development
- Spanish

Tools

- Unity
- Unreal
- Creation Kit
- Maya
- Microsoft Excel
- Git / SVN / Perforce
- Jira

Projects

Bethesda Game Studios | *Fallout 76* | Systems Designer

08/2022 – 07/2026

- Introduced Playable Ghouls for the first time in a mainline *Fallout* series with a unique gameplay experience, abilities, skills, character customization options, and more
- Project Lead for a Seasonal experience that evolves over the course of weeks, featuring new narratives, stories, rewards, and encounters against a new Pint-Sized Slasher fanatic faction
- Designed and developed endgame 4-star rewards for challenging cooperative Raid Experiences
- Developed simulations of grinding reward loops using Excel to target probability odds and engagement times
- Designed a total of 32 **S.P.E.C.I.A.L.** Perks/Skills that players can use to customize their playstyles
- Modernized legacy gameplay loops with updated requirements, rewards, and addressing highly demanded quality of life changes.
- Developed new reward types of Player Titles, adding more depth to player customization.
- Designed many unique weapons and armor modifiers that provide synergies of gameplay styles
- Worked cross-functionally as a level designer, developing many points of interest in *Burning Springs*
- Developed new gameplay modifiers for the *Daily Ops* system that may turn the player's power against them with Reflective Skin
- Worked alongside Marketing for press events, interviews and international showcases of new features

Artix Entertainment | *AdventureQuest 3D* | Level Designer

09/2020 – 08/2022

- Project Lead for a PvP/MOBA style experiences that players compete to overtake contest points in a battlefield
- Project Lead for a Special collaboration experience where players wander the mind of the Influencer, MoistCr1tikal.
- Designed and developed many environments and systems for the regions that follow the themes of Fantasy, Horror, Haunted, Desert, Combat Warzones, Castles, and Paranormal
- Developed Dungeon experiences that provide Puzzles, Enemy combatants, Bosses, and Platforming challenges.
- Designed and developed Challenge Boss Fights with unique mechanics that put players to the test
- Engaged and collaborated with community members and content creators to promote new features

Recognitions

MCV Develop | Winner | Ongoing Innovation – *Fallout 76*

2026

BAFTA | Nominee | Ongoing Game – *Fallout 76*

2026

Education

UCF | Bachelor of Arts | Digital Media: Game Design

Fall 2017 – Spring 2020