

Jake 'Gilla' Gilfillan

Senior Technical Designer

Force Multiplier

Versatile Generalist

Workflow Advocate

Cross-Discipline
Collaborator

Rapid Prototyper

Experience & Accomplishments

- Acted as Creative and Technical owner for a number of Marathon's progression and economy features
- Developed and maintained the content and design frameworks used to support Marathon's loot system and world loot placement.
- Built a suite of 'Scripted Workflows' using Bungie internal 'Bungie Script' language to significantly simplify and harden the item and cosmetic content creation pipeline with a focus on usability, stability, and speed.
- Supported improvement of the software tools (C#) and gameplay architecture (C++) used by Marathon's systems and economy designers.
- Wrote, recorded, and produced the studio's new hire "Bungie Basics" video training series to facilitate high quality onboarding amidst Bungie's rapid growth.
- Collaborated directly with engineering and the content teams they supported to advocate for workflow improvements, drive process and communication improvement, and triage tooling and client stability issues and blockers.
- Implemented a "Designer First" support desk system to provide design staff with rapid response and accurate tracking of technical and workflow issues.

Professional History

Senior Technical Designer	Bungie	SEP 2024 - PRESENT
<ul style="list-style-type: none">• Collaborated directly with designers, engineers, and producers to force multiply the Systems team in development of a new Bungie release.		
Senior Production Engineer	Bungie	JUN 2021 - AUG 2024
<ul style="list-style-type: none">• Embedded with the art teams working on Destiny's destination content, while helping to develop studio processes, documentation, & training.		
Senior Systems Administrator	GGLO	MAR 2018 - MAY 2021
<ul style="list-style-type: none">• Supported company infrastructure with a focus on providing staff with the support and systems they needed to be effective designers.		

Game Releases

Marathon - Season 2: Nightfall	Senior Technical Engineer	2026-JUN-02
Marathon	Senior Technical Engineer	2026-MAR-05
Destiny 2: The Final Shape	Senior Production Engineer	2024-JUN-04
Destiny 2: Lightfall	Senior Production Engineer	2023-FEB-28
Destiny 2: The Witch Queen	Production Engineer	2022-FEB-22

Skills & Proficiencies

Programming Languages: C++, C#, Lua, Unreal Blueprints, Python, GDScript

Engines, Frameworks, & SDKs: Unreal, Godot, Unity, WPF, Dear ImGui

Tools: Perforce, Git, Confluence, Office Suite, Figma, Blender

Contact Information

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