Jake 'Gilla' Gilfillan
Senior Technical Designer

Force Multiplier   *Versatile Generalist*   *Workflow Advocate*   *Cross-Discipline Collaborator*

Experience & Accomplishments

- Developed a library of 'BungieScript' tools to enable rapid prototyping and creation of gameplay items, taking ownership of the long term standards, processes, and documentation of that workflow.
- 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.
- Designed and implemented a tool using C#/WPF for batched modification of world art content to remove a high friction operation in the stand up of a new Destiny 2 destination or faction.
- 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**

- 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**

- 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**

- Supported company infrastructure with a focus on providing staff with the support and systems they needed to be effective designers.

Game Releases

Marathon	Senior Technical Engineer	**In Production**
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

jakedidit.com   jake@jakedidit.com
linkedin.com/in/jakegilla   github.com/jakegilla-dl