

Marshall Parsons

Designer

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Professional

Marathon: Bungie Inc (Pipeworks Inc) 2025 - Present Designer II

- » Built new golden path content for the game's Priority Contracts track. This is a live-service contract track touching on many adjacent disciplines. The majority of the work is hand-scripting bespoke experiences in a proprietary scripting environment and engine.

Deadstick - Bush Flight Simulator: Mythwright Ltd 2025 Senior World Designer

- » Established a design language for the team to use that supports the foundational experiences of flight in an open world environment.
- » Blocked out large, region-defining geological features and terrain.

Wonder Woman: Monolith Productions 2020 - 2025 Advanced Locomotion/3Cs Designer

- » Maintained and built all player movement/traversal behavior content, including deep procedural animation systems.
- » Championed, prototyped, and implemented new and innovative player movement/traversal features.
- » Drove the vision and overall design for player movement and traversal.
- » Oversaw a fully remote cross-discipline 3Cs strike team and helped balance their priorities for feature milestone pushes.
- » Defined and manage world construction metrics for ideal gameplay spaces.
- » Supported our Combat team with behavioral content for several special combat attacks and maneuvers.

Unannounced Project: Monolith Productions 2018 - 2020 Senior World Designer

- » Owned nearly all world content for several large regions and kits across our tiled/streaming open world.
- » Owned several of the asset kits in the game and was responsible for maintaining them, making sure their content fit within strict world metrics, had functional and performant physics meshes, and functioned well against the worlds navmesh.
- » Blocked out new environment assets and world/level layouts, while adhering to strict world metrics.
- » Was heavily involved in developing many of the procedural content pipelines/tools the studio would use for years to come.
- » Owned the Houdini-driven breakable content implementation and metrics across our asset library.
- » Owned and maintained most technical world content across the streaming/tiled world (navigation meshes, movement content, etc).

Middle-Earth: Shadow of War: Monolith Productions 2016 - 2018 World Designer

- » Owned much of the world content across three of the five worlds in the game, and a few regions outside those worlds. Including placement and composition of finalized art assets.
- » Owned several of the modular asset kits in the game and was responsible for maintaining them, making sure their content fit within strict world metrics, had functional and performant physics meshes, and cooperated with the worlds navmesh.
- » Blocked out new environment assets and world/level layouts, while adhering to strict world metrics.
- » Built several new pipelines that vastly improved workflows and iteration times across the World Design team.
- » Constantly worked with the tools team to improve and iterate on our proprietary tools.
- » Owned and maintained most technical world content across the game's five worlds (navigation meshes, movement content, etc).
- » Supported several gameplay systems with technical world content (flight collision meshes, procedural fire system content).

Deer Hunter 2016: Glu Mobile (GluW) 2014 - 2016 Level Designer

- » I was the sole Level Designer on Deer Hunter 2016 for its 12+ worlds.
- » Built a level design pipeline from the ground up, improving the turn-around time for a new world (blockout) from months to days.
- » Built and maintained many of the seasonal live-service events across the game.
- » Eventually came to own much of the broad region live-service content in the game.
- » Helped design and build content for new features as they came online, such as our async PvP target shooting sub-game.

Middle-Earth: Shadow of Mordor: Monolith Productions 2013 - 2014 Associate Designer

- » Maintained much of the technical world content across the three worlds of the game (navigation meshes, movement content, etc).
- » General world design.
- » Prototyped several missions involving early iterations of the Nemesis System.

Personal

- » Soil & Toil - Character Design & Animation - Global Game Jam 2026
- » Gum Slingers - Character Design & World Modeling - Global Game Jam 2025
- » Lost Caws - Character Design & Animation - Global Game Jam 2024
- » I Have No Teeth and I Must Eat - Character Design & Animation - Game Jam 2023
- » Burt: The Struggle Within - Character Design & Animation - Global Game Jam 2022
- » Sea of Screams - Character Design & Animation - Global Game Jam 2021
- » Blow 'Em Out Your Hatch - Character Design & Animation - Global Game Jam 2020
- » Deco Dash! - Character Design & Animation - Global Game Jam 2019

Education

The Art Institute of Seattle
Game Art and Design, Bachelors Program
2008 - 2013