

application:
position: "Contract Gameplay Analyst"
company: "**BUNGIE**"
applicant:
name: "Datorien L. Anderson"
experience:
- years: 2+
skills:
- "Game Design & Development"
- "Machine Learning"
- "Data Analysis & Engineering"
certifications:
- "Machine Learning Specialization (DeepLearning.AI & Stanford Online, Nov 2023)"
- "Generative AI Fundamentals (Google Cloud Training, Nov 2023)"
interest: "Continue to analyze and problem-solve with game genres that I love."
objective: "I enjoy analyzing games; figuring out what makes me really enjoy specific ones. I get stuck on the why and how and need to figure these out."

roles:
current:
title: "AI Prompt Writer" + "Contractor"
company: "Outlier.AI (Sep 2024 - Present)"
tasks:
- "Train neural networks by optimizing prompts."
previous:
- title: "Game Designer" + "Contractor"
company: "GRX Immersive Labs (Dec 2023 - Aug 2024)"
tasks:
- "Adapt short films to game concepts" + "600+ hours of work"
- "Design educational game mechanics suited for teaching about data and AI."
- title: "VR Simulation Designer" + "FTE"
company: "Interplay Learning (Aug 2021 - Jan 2023)"
tasks:
- "Create 30+ VR simulations using Unity"

games:
- name: "Escape From Tarkov" + "**EDGE OF DARKNESS EDITION**" + "**UNHEARD EDITION**"
notes: "I've been playing on and off; since 2018. I've played a lot of games that want to meet or be better than Tarkov, but they've always failed to do so. My interest in Tarkov originally happened because I was looking for a game like S.T.A.L.K.E.R. but had an emphasis on survival and risk over reward. The most important thing about Tarkov that games tend to forget is the emphasis on the economy – which is what makes the risk / reward overall satisfying."
critique: "As a long-fan of Tarkov, the biggest issue with the game is that Nikita values the opinions of streamers of fans."
- name: "COD Warzone"
notes: "I have over several days of playing COD Warzone; at its peak, I played it non-stop for a couple of months straight during the pandemic. I, along with my team, was ranked Top 1% in Plunder and Resurgence. Played more than a fair bit of DMZ as it was one of the closest things to Tarkov that is casual."
- played: "Zero Sievert, Helldivers 2, Hunt: Showdown, Gray Zone Warfare, Incursion: Red River, Marauders, Deadside, Ready Or Not, Rainbow 6 Siege, Rainbow 6 Extraction"

skills:
core:
- "Prompt Engineering"
- "Game Design & Programming"
- "Problem Solving"
- "Critical Thinking"
- "Researching"
languages:
- "C# (Advanced)"
- "Python (Novice)"
tools:
- "Unity3D"
- "Supabase"
- "Hugging Face APIs"
work_method: "Feynman Technique - Simplify & Communicate Concepts"
environment: "Thrives in fast-paced, collaborative settings"

closing_statement: |
"I'm really excited for the opportunity to be able to work at Bungie as a Contract Gameplay Analyst! I love and adore being able to analyze things and interpret information from data."

signature: "**Datorien L. Anderson**"

What makes Tarkov, Escape From Tarkov? The DNA of the game is that we are a merc whose either of USEC or BEAR – we never escape from Tarkov, we're always running back to Tarkov for supplies to fix and upgrade the hideout. The game is a continuous struggle between getting what we need vs. what we need to win. But what's 'winning'? Tarkov is a game about sado-masochism, economy and your love for your supplies and gears. It's not never just been a simple FPS – it's more akin to Ready Or Not in preparation for a mission than picking a loading to win in COD warzone lobby. As we go out and do that, our RPG specific stats level up (which by the end of a wipe) players who been playing since the beginning of a wipe will have an advantage.

Winning in Tarkov – it's being either: A RAT, or a CHAD or playing CASUALLY.

CHAD's play the game without too much of a care. They get loot, use that loot to get kills – they don't need to camp or rat it out to reach an exfil. What makes Tarkov is the gear fear, exploration. It's siding with, betraying or being a scav to get monies (rubles, usd, or euros) to buy gear, weapons, supplies, and junk (the junk being used to buy and trade). It's selling stuff to specific trades to unlock new gear. Your average player won't know that the Reserves map has some ammo that can only be found that's good, the biggest decision when playing Tarkov is to have a dual monitor set up to have a [map](#) for quick referencing.

Where you load in determines what you will do:

1. Quest you can complete in time.
2. Where you are vs. where AI scavs mostly roam.
3. What locations to hit up for the best possible loot, and how quick you might be able to get to it.

Playing Tarkov is either being focused to the point of paying attention to footsteps and using the right headphones in-game. Or somehow doing well while talking. As soon as we're in a RAID in Tarkov and we find that singular amazing item. It's time to book it to an extraction or take stims to increase Strength. GPUs sell for a lot in the in-game market, but bitcoin raises in price once players can buy them.

But as the game is nearing 'completion' until BSG decides to work on their next game in the Unity engine. It's only going to get better in some ways, and more polarizing. Single-player was the greatest addition in retention of players and BSG is going to allow mod-support. What does single player add?

1. The ability to learn maps.
2. The ability to recognize and learn where loot is.
3. Increased SCAVS and AI-PMCs due to no PvP.
4. Being able to recognize different bosses.
5. No need for immediate griefing from other players but it's still rough.

There's a new boss that bobby traps things for players which is designed to mitigate constant PvP as PMCs killing other PMCs. There are a group of three bosses called, the Goons, who roam around (and at night they have night vision) – I've encountered them a bit aside from the RAID event. At its core, in Tarkov, everyone is a vulture but winning is determined on successfully leaving and earning: "Kills, Monies, Equipment".

Then there are the two higher level maps called LABS and Lighthouse. LABS – needs a "LABS KEYCARD" that is single use to proceed. It's the best map to find very valuable items, even if a player is going to put what they can find into a gamma container and die – all the enemies aside from other players are RAIDERS and AI PMCs; extraction is harder overall and will spawn RAIDERS as specific points. Lighthouse has more going on for it story wise, to go to the lighthouse requires completing a series of quests. Then there is the ROGUE base.

Much goes into Tarkov; simply being a CHAD normally means playing it like COD at you'll only get a surface level experience. Every playstyle is a vulture, and getting out and getting the most of the TARKOV experiences require more than playing it like a simple PvP game.