Level Designer

**Qualifications and Skills**

* Multiplayer level design, emphasizing balance through nonlinear approaches
* Creation of single player story driven environments
* BSP block out
* Texture and static mesh placement
* Particle effects and Lighting
* Gameplay scripting (Kismet and Blueprint)
* Level and player flow planning
* Work well under deadlines, well organized
* Excellent communication, both verbal and written

**Software**

* UnrealEd/UE2/UE3/UE4
* Kismet/Blueprint
* G.E.C.K. Editor
* Dying Light Editor
* Company of Heroes World Builder
* StarCraft World Builder
* Nile Editor
* 3D Studio Max
* Maya 3D Software
* World Machine
* Adobe Photoshop
* Corel Painter
* Aurora Toolset
* Microsoft Office
* Perforce
* Trello

**Professional Experience**

**Level Designer**

*Sparta Games***,** Boone, NC September 2015-Present

**Working Title: Kingdoms Reign**

(Mobile project)

* Designed 16 side-scrolling levels, with variety of environments
* Created Blueprints for city variations for character races and game resources
* Performance testing and alterations for all levels
* Utilized World Machine to create terrain for all 16 levels and top view campaign world
* Tasked with all lighting, decals, static mesh placement, sounds for environments
* Created special weapon resource temples, both attacking and defending blueprint cities, and camps for battle viewer

**Level Designer**

*Timegate***,** Sugarland, TX 2011-2012

Aliens: Colonial Marines

* Created single player test levels used to refine game play mechanics and interaction between AI
* Tasked with troubleshooting bugs in scripted sequences
* Created level layouts of AI interaction through detailed volume placement, Kismet sequence creation, and AI pathing iterations
* Added all AI pathing nodes, lighting volumes, and rapid level changes on the fly

**Project Manager**

*Dana Willoughby Contracting***,** Greendale, IN 1998-Present

* Manage a roofing and construction company, providing estimates, materials, labor

Education

Art Institute of Pittsburgh, Pittsburgh, PA

Bachelor of Arts in Game Art and Design, December 2008

Focus in Level Design