

Robert Smith

Level Designer

PERSONAL STATEMENT

As a Senior Level Designer set the virtual stage. The level designer's goal is to craft a world where players don't want to leave. It continues to be a mission to design environments, levels, maps, or worlds in such a way that it becomes a key ingredient to the success of the gameplay, instruction, or training desired in your product.

WORK EXPERIENCE

Level Designer

ABC Corporation - 2007 - 2009

Responsibilities:

- Utilized visual-based scripting system too.
- Lead Prototype team-level designer.
- Rendering Making adjustments to gameplay assets and other meshes.
- Building Landscapes, Buildings, Environments, Foliage, etc.
- Creating level and class blueprints.
- Adjusting blueprints to desired results.
- Regular playtests to ensure work quality.

Level Designer

Delta Corporation - 2004 - 2007

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- Creating level and class blueprints.
- Adjusting blueprints to desired results.
- Regular playtests to ensure work quality.

Education

Bachelors in Animation Art & Game Design - (Art Institute of Seattle - Seattle, WA)

CONTACT DETAILS

1737 Marshville Road,
Alabama
(123)-456-7899
info@qwikresume.com
www.qwikresume.com

SKILLS

Unreal Editor 4, Unreal Editor 3, Unity, Game Design.

LANGUAGES

English (Native)
French (Professional)
Spanish (Professional)

INTERESTS

Climbing
Snowboarding
Cooking
Reading

REFERENCES

Reference - 1 (Company Name)
Reference - 2 (Company Name)