

## EXPERIENCE

### TEACHING ASSISTANT | Level Design II (DES-340)

September 2025 – December 2025

- Assist students with learning level design concepts, such as environmental storytelling, encounter design, and multiplayer map design.
- Provide tech support to students in game engines such as *UEFN* and *Portal Puzzle Creator*.
- Coordinate with the Professor to provide qualitative feedback on students' projects.

### TEACHING ASSISTANT | Level Design Methods (DES-214)

April 2025 – August 2025

- Assisted students with learning level design concepts, such as spatial environments, use of procedural generation, encounter progression, player guidance, and use of telemetry.
- Provided tech support to students using *Unreal 5* for projects.

### TEACHING ASSISTANT | Level Design I (DES-240)

January 2025 – April 2025

- Assisted students with learning level design concepts, such as 2D Spatial Design, Skill Themes, 3D Spatial Design, and spatial archetypes.
- Provided tech support to students in game engines such as *2D Mario Editor* and *Unreal 5*.

## TEAM PROJECTS

### PAWLARITY | 17 Member Student Team | *Unreal Engine 5* Lead Level Designer | Communication Advocate

September 2025 – Present

*A 3D cooperative puzzle game where two cats have magnetic powers of opposite polarity.*

- Coordinate with the gameplay team, environment team, and other level designers on conceptualizing and implementing levels into the game project.
- Sketch rough ideas of a level and then block them out within the project, making sure to collaborate with other level designers and team members while doing so.
- Actively serve as a voice for some team members, such as our Producer.

### TWO OF PARTS | 9 Member Student Team | *Unreal Engine 5* Level Designer | Narrative Designer | Design Producer

January 2025 – April 2025

*A 3D blackjack/gambling card game with exploration and narrative mechanics in a neon-punk setting.*

- Created an exterior and interior level for exploration, gameplay, and narrative progression.
- Collaborated with environmental artists on assets needed and environmental clarity.
- Served as a leading role for the designers, providing ideas and a vision for the project.

### DIG DEEPER | 8 Member Student Team | Custom Engine Level Designer | Narrative Designer

September 2023 – April 2024

*A 2D tower defense game where the player must mine deeper into the abyss of an alien planet.*

- Planned, designed, and iterated on the project's entire level using the custom engine's toolkit.
- Created worldbuilding ideas and designed pixel art tied to the project's narrative.

## SOLO PROJECTS

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### **FALLOUT 4 DUNGEON DESIGN PROJECT | FO4 Creation Kit Independent Study | Encounter Design (DES-398)**

**January 2026 – Present**

*A complex Fallout 4 dungeon that prioritizes engaging encounter design and environmental storytelling.*

- Research and practice the complexity of the *Creation Kit* and its challenging learning curve.
- Plan and block out the basic layout of the dungeon, while adding minimal gameplay features.

### **LITTLE RED PROJECT | Unreal Editor for Fortnite (UEFN) Mission and Quest Design (DES-345)**

**September 2025 – October 2025**

*A mission that takes place in the Red Riding Hood setting with combat and non-combat encounters.*

- Planned and documented the mission's flow and timeline, as well as sketched out rough map concepts for each projected encounter.
- Sculpted the mission's layout from the ground up and implemented gameplay functionality like encounters and scripted camera events.
- Play tested thoroughly with other designers, and iterated the level based on their feedback.

### **INSULATION | Halo Infinite: Forge Non-Class Project**

**April 2025 – August 2025**

*An 8v8 multiplayer map that is catered towards the game modes: CTF, KOTH, and Slayer.*

- Researched multiplayer map design to plan and document the projected layout of the map.
- Blocked out the basic landscape and layout, integrated believable cover, and later implemented gameplay features like weapon placements, scripts, and game mode nodes.
- Conducted a large playtest with six to seven players and provided a survey to collect feedback.

### **ENVIRONMENTAL STORYTELLING PROJECT | UEFN Level Design II (DES-340)**

**September 2024 – October 2024**

*A linear environment-driven level where the player works as a detective to unveil a crime scene.*

- Conceptualized what the story would be, and sketched a map layout while documenting notes.
- Built and sculpted the level's layout to later set dress the environment to convey the level's story.

## EDUCATION

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BACHELOR'S DEGREE | Art of Game Design | DigiPen

**September 2022 – April 2026**

## SKILLS AND TOOLS

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Level Design | Multiplayer Map Design | Encounter Design | Mission and Quest Design |  
Environmental Storytelling | Puzzle Design | Visual Scripting | Design Documentation | 3D Modeling |  
Production | Playtesting

*Unreal Engine 5 | UEFN | Halo Infinite: Forge | Creation Kit | Unity | Twine | Visual Studio | Perforce (P4V) |  
Tortoise SVN | C# | GitHub | ClickUp | Maya | Photoshop | DaVinci Resolve*