Jimmy Brown
Level Designer

Specializing in level design to create unique and well-designed content

# Basic Information:

Date of Birth: 03-28-1994
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# Education

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| 2013-2017 | Attended for a Bachelor’s Degree in Game Design at Northern Virginia Community College. Dropped out due to financial concerns.  |

# Design Experience:

## 2016-Present Team Project: Level Designer | Dungeon Feature Owner

**Lordbound**

An expansion-sized mod for the Elders Scrolls V: Skyrim.

* Conceptualized, designed, scripted, implemented, and polished dungeons and interiors.
* Responsible for the creation of most Main Quest dungeons.
* Managed 170+ interior cells to ensure they were built to a proper state.
* As Feature Owner, was tasked with briefs, assigning interiors, organizing playtests, creating progress reports, maintaining logs, triaging bug reports, and triaging polish items.
* Work alongside industry professionals learning many studio practices (such as time-management, assignment prioritization, and triaging).

## 4 Months [Released] Team Project: Level Designer *Download on Bethesda.net and/or Nexus Mods*

**Children of Ug-Qualtoth**

A lore-friendly lovecraftian based dungeon for Fallout 4. Mods Average playtime: *1½ – 2 hours*.

* Created the dungeon and dream sequences for the mod from conceptualization to final polish.
* Produced encounters and sequences in cooperation with our programmer and composer.
* Retextured and kitbashed assets to create an entirely new layout in the form of an Ancient Temple.
* Released and optimized the mod for both PC and Xbox One.
* Continued post-launch bug updates and optimization patches for both platforms.
* Bethesda Softworks is currently featuring the mod on their Fallout 4 Modding page for the month of May. The mod has also received a substantial amount of positive feedback which can be found on the Bethesda.net and Nexus pages.

## 2015-2017 Solo Project: Multiple Roles

**Enlightened**

Solo development project to learn more about UE4.

* Designed unique and beautiful landscapes / interiors using only free UE4 assets
* Created large and interesting visuals while maintaining good performance
* Developed using Blueprint and Matinee

# Game and Level Design skillset:

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| **Engines:** | **Tools:** |
| * Unity
 | * Adobe Products (Illustrator, Photoshop)
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| * Unreal Engine 4
* Bethesda’s Creation Kit
 | * Multiple Diagramming Tools
* Microsoft Office
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