

# Jimmy Brown

## Level Designer

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

### Basic Information:

Date of Birth: 03-28-1994  
E-mail: jimmylink123@gmail.com  
Phone: [U.S.] (703)-576-7916  
Portfolio: www.jimmybrownportfolio.com

### Education

2013-2017	Attended for a Bachelor's Degree in Game Design at Northern Virginia Community College. Dropped out due to financial concerns.
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### 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:  $1\frac{1}{2}$  – 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:

#### Engines:

- Unity
- Unreal Engine 4
- Bethesda's Creation Kit

#### Tools:

- Adobe Products (Illustrator, Photoshop)
- Multiple Diagramming Tools
- Microsoft Office