

Jimmy Brown

Level Designer

2+ years in the industry, always looking to better my craft and create memorable experiences.

Basic Information:

Date of Birth: 03-28-1994
E-mail: JimmyLink123@gmail.com
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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.

Working Experience:

2022-2023 [RELEASED] - Fully Remote - Contractor: Level Designer

El'Paso, Elsewhere

An action 3rd-Person retro-style shooter with a supernatural story element set in a motel.

- Fully designed, setdressed, scripted, and lighted 16 levels including the two main boss fights.
- Created various prefabs that were used across multiple levels from multiple designers.
- Triaged bug reports from QA and player feedback, pre and post launch.

2021-2022 [RELEASED] Early Access – Fully Remote - Contractor: Level Designer | Acting Producer

Adventure Roll

An online platform to run D&D 5e games inside fully fledged 3D environments.

- Conceptualised, decorated and optimised all planned & released levels for the game.
- Provided schedules, assignments, and feedback for other departments.

2020-2021 [RELEASED] – Fully Remote - Team Project: Level Designer | Team Lead

Children of Ug-Qualtoth

A Lovecraftian, lore-friendly dungeon mod for Fallout 4. Mods Average playtime: *1½ – 2 hours*.

- Created the entire dungeon and its dream sequences from concept to final polish, including all scripted events and encounters.
- Released and supported the mod for both PC and Xbox One.

2016-Present [ONGOING] – Fully Remote - Team Project: Senior Level Designer

Lordbound

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

- Conceptualised, designed, scripted, implemented, and polished dungeons and interiors.
- Managed all 170+ interior levels to ensure they were built to a proper state.
- Handled briefings, assigned interiors, organised playtests, created progress reports, maintained logs, triaged bug reports, and triaged polish items.
- Worked alongside industry professionals learning many studio practices.

Game and Level Design skillset:

Engines:

- Unity
- Unreal Engine 4
- Unreal Engine 5
- Bethesda's Creation Kit Engine

Tools:

- Adobe Products (Illustrator, Photoshop)
- Tasking Organization (Jira, Trello, etc.)
- Multiple Diagramming Tools
- Microsoft Office