

Jimmy Brown

Level Designer

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.

Design Experience:

2021 [Released] Early Access 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.
- Coordinating with a team of remote workers
- Provided schedules, assignments, and feedback for other departments.
- Worked alongside programmers to develop and implement gameplay systems.

2020 [Released] Team Project: Level Designer

Children of Ug-Qualtoth

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

- Created the dungeon and its dream sequences from concept to final polish.
- Developed all encounters and special sequences
- Acted as team lead to improve production
- Released and supported the mod for both PC and Xbox One.

2016-Present Team Project: 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, assigning interiors, organising playtests, creating progress reports, maintaining logs, triaging bug reports, and triaging 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 (Skyrim & Fallout 4)

Tools:

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