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
Phone: [U.S.] (703)-576-7916

Portfolio: [www.JimmyBrownPortfolio.com](https://www.jimmybrownportfolio.com/)

# 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.  |

# 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:

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| **Engines:** | **Tools:** |
| * Unity
* Unreal Engine 4
 | * Adobe Products (Illustrator, Photoshop)
* Tasking Organization (Jira, Trello, etc.)
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| * Unreal Engine 5
* Bethesda’s Creation Kit Engine
 | * Multiple Diagramming Tools
* Microsoft Office
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