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Level Designer | UX Designer
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# About Me

Level and User Experience Designer with strong communication and teamwork skills from collaborative project work. Reliable, supportive, and capable of working efficiently in fast-paced environments and building new worlds.

## Skills

- Rapid Prototyping
- Quick Greyboxing
- Encounter Design
- Level Pacing
- Collaboration
- Playtesting
- Wireframing
- Design Systems

## Tools

- Unreal
- Unity
- Maya
- Figma
- Photoshop

## Education

*Digipen Institute of Technology*
-Bachelor's Degree (In Progress)

# Projects

Revna - Level/UX Design | Action
1 Year | Unreal Engine 5

- Designed a linear introductory level focused on expanding on elements of the gameplay loop to teach mechanics
- Created level environment with enemy pacing and exploration at the core
- Used methods to frame key objectives and create a cinematic experience

Distress Signal - Level/UX Design | Horror
4 Months | Unreal Engine 5

- Focused on creating an experience allowing for natural player exploration while under pressure
- Implemented areas allowing the player to hide and pace movement around the main enemy
- Worked closely alongside art and music teammates to effectively capture the horror feel