Andrew Squires
Level Designer
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Projects

Revna | Level | 17 Members

Academic | Unreal 5

- This project is a third-person beat-em-up adventure game set in the Norse mythos.
- Designed a linear introductory level focused on expanding on elements of the gameplay loop to teach mechanics.
- Created a level environment with enemy pacing and exploration at the core. Used methods to frame key objectives and create a cinematic experience

Nitro Guzzler | Level | 30 Members

Academic | Unreal 5

- This project is a racing game set in an apocalypse.
- My goal was to reimagine the level design and fix the pacing. Using the existing design themes, I recreated the environment so players could experience what was intended.
- Used strong environmental signifiers to guide players through the space.

Fortnite Encounter | Level | Solo

Academic | UEFN

- Designed and created a full playable level experience using the provided encounter documentation and utilized aspects of pre-production, blockout, and scripting.
- Designed gameplay loops, level layout, and pacing around third-person shooter mechanics and combat.
- Utilized scripted moments, tutorialization with strong affordances and signifiers to guide players through the space.

Skills

Whiteboxing
Encounter Design
Level Pacing
Visual Scripting
3D Modeling
PlayTesting

Tools

Unreal 4-5
Unity
Maya
Figma
Photoshop
Perforce

Education

Bachelor of Arts in Game Design
Digipen Institute of Technology