GWYDION BRAIN
Game Developer
speciality: level design

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Professional Experience

Contract Level Designer @ Puny Human   May 2017– Nov 2019
Project: Blade Symphony

- Improved game performance and stability across numerous levels.
- Standardized arena maps to new gameplay specifications.
- Integrated a community map to the official map rotation.
- Worked in a small agile team to develop the Harmonius Prelude update.
- Resolved numerous I/O, map logic and visual bugs.
- Oversaw the raw map file repository.
- Standardized compile settings and lighting environments on all maps.

Indie Experience

Lead Developer @ CM13 Dev Team   Oct 2018 – Current
Project: Colonial Marines 13

- Open-Sourced the project in 2019 (and wrote maintainer guidelines)
- Developed multiple original maps and their unique tile palettes.
- Advanced the project's artstyle and asset standards.
- Wrote significant parts of project setting & backstory.
- Designed in-game ability UX/UI.
- Animated all new particle effects since 2018.
- Hosted numerous community townhalls about the state of the game.

Level Designer @ Corrupted Studios   Aug 2016 – Mar 2017
Project: PUNT 2016

- Troubleshot the tutorial sequence and fixed various bugs.
- Itereated on established architectural style guide.
- Introduced key mechanics in the tutorial level sequence.
- Rendered promotional material for the Steam Trading Card System.
- Modeled early placeholder assets for the mapping team.

ABOUT

Delivering authentic, iterated assets, and designs since 2016 in professional and hobbyist environments. From international cabals to small agile dev teams, synergy between production, design, and art is where excellence is achieved.

EDUCATION

College
University of California, Los Angeles, CA

Bachelor of Arts   2018 - 2022
Major: Design / Media Arts
Minor: Cultural Anthropology

Highschool
Ruth Asawa SOTA, San Francisco, CA
Discipline: Architecture

Skills

- Adobe Suite
- Source Engine
- Git Version Control
- Level Design
- World Building
- Irish Tenor Banjo
- Google Suite

- Unity Engine
- Video Editing
- Typography & Typesetting
- Node Material/Texture Editing
- Game Design
- General 3D Lighting
- Dungeon Mastering

- Unreal 3, 4, 5
- Blueprints
- Source Engine
- Technical & Creative Writing
- Narrative Design
- Encounter pacing theory
- Game Visual Hierarchy theory

Program Specifics

Adobe Suite
- Illustrator
- InDesign
- Photoshop
- Premiere
- After Effects
- Animate
- Fuse
- Acrobat

Programming
- C#
- DreamMaker (DM)
- JavaScript (JS)
- Processing
- p5.js
- HTML 5 + CSS