



# Austin Trad Rogers

## Level Designer

[austintradr@gmail.com](mailto:austintradr@gmail.com)  
<https://atradr.github.io>  
Columbus, OH  
(614) 917-3929

## MAIN LEVEL DESIGN PROJECT

### *The Ancient Outskirts*

A third-person, action-adventure level with original gameplay and narrative.

- Designed a 2D map, created a full level blockout with **Maya**, and scripted it to complete functionality using **Unreal Engine 4** and **Blueprint Visual Scripting**.
- Prototyped various mechanics: melee combat system, enemy AI behaviors, interactive puzzle elements, custom gameplay mechanics.
- Conceptualized the narrative storyline and implemented narrative moments in the level.

## ADDITIONAL LEVEL DESIGN PROJECTS

### *Hidden Sails Resort (In Progress)*

An FPS level that focuses on platforming and exploration around two separate open-ended areas.

- Used **Maya** to create the level blockout, design encounter areas, navigation challenges, and set up test scenarios for prototyping movement and other metrics in practical situations.
- Prototyped player movement mechanics, weapons, enemy behaviors, and level mechanics with **UE4's Blueprint Visual Scripting**.

### *The Lavafall Facility*

An FPS level created for the game *Prodeus* (classic *DOOM*-like gameplay).

- Used the in-game level editor to design geometry, script combat encounters and puzzles, and apply final textures and art.
- Created unique mechanics that augmented my level without disturbing the fast paced gameplay.
- Sought help from experienced community members to troubleshoot issues and learn about best practices in *Prodeus*.

## EDUCATION

The Ohio State University  
B.S. in Data Analytics

## TOOLS

Unreal Engine 4  
Blueprints  
Maya  
C#  
Lua

## ABOUT ME

When not making games:

I love to write stories,  
hike, and explore events  
in the city

I'm currently playing:

*Prey, Elden Ring*

My most played games:

*CoD: Modern Warfare 2,*  
*League of Legends,*  
*Skyrim, Terraria*

My favorite games:

*Hollow Knight, God of*  
*War, Dishonored*