Austin Trad Rogers
Level Designer

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MAIN LEVEL DESIGN PROJECT

The Ancient Outskirts - Personal Project

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 - Personal Project (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.

- Collected playtest data and used it to iterate on layouts and mechanics.

- Prototyped player movement mechanics, weapons, enemy behaviors, and level mechanics with **UE4's Blueprint Visual Scripting**.

The Lavafall Facility - Personal Project

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.

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