



Austin Trad Rogers

Level Designer

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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; scripted a dialogue system.

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 two unique mechanics that augmented my level without disturbing the fast paced and well-loved 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