



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 and set up test scenarios for testing 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

Maya

Blueprints

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, *Wolfenstein: The New Order*

My most played games:

CoD: Modern Warfare 2, *League of Legends*, *Skyrim*, *Elden Ring*

My favorite games:

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