



## Bryant Humphry

Writer/Level Designer/Game Designer



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### Skills

Documentation  
writing/formatting  
Critical thinking  
Problem solving  
Leadership  
Organizational Skills  
Time Management  
Agile  
MDA Framework  
SCRUM

### Software

Maya  
3DS Max  
Unreal Engine 4/5  
Unity  
Substance Painter/Designer  
WriterDuet  
Celtx  
Final Draft  
Perforce  
Github  
Plastic SCM

## Projects

### CINEMATIC Portal Project - Level Design (Solo Project)

2023

Level design project completed to conceptualize using in game cinematics and atmosphere to tell a story instead of using dialogue.

### Modern House - Level Design (Solo Project)

2023

Level design and Architectural visualization project designed around using a limited amount of materials.

### Hitman Lyra Mod - Level Design

2022

Designed a level for a hitman style mission. With a focus on stealth and player choice.

### Gameboy Games - Game/ Narrative Design (Solo Project)

2022

An exploration of the limitations of older hardware and how those limitations could create unique and interesting experiences and games.

### Interior Level Design -Level Design (Solo Project)

2022

Level design project completed to conceptualize using in engine graphics to represent real physical space.

### One Voice - Author

2021

Twilight Zone inspired script, where everyone talks with the same voice.

### Puzzle Temple - Game Design (Solo Project)

2020

Block style puzzle game.

### Weather Gods - Game Design

2018

Ocean based tower defense with a twist.

### My life after Us - Author

2017

Twilight Zone inspired script, where everyone talks with the same voice.

## Education

### B.S. Game Design

DePaul University

2018-2023 Chicago IL

Relevant Coursework: Game Production, Advanced VR Game Dev, Solo Game Dev, Level Design, Playtesting, Screenwriting, Capstone

## Interests

