



DAVID WHIFFEN

LEVEL DESIGNER

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🌐 Portfolio: www.davidwhiffen.com/

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EDUCATION



GEORGE BROWN - GAME DESIGN (POST GRADUATE)

Toronto, Ontario

Graduating September 2020



RYERSON UNIVERSITY - RADIO AND TELEVISION ARTS

Toronto, Ontario

Bachelor of Arts in Media Production (formerly Radio and Television)

Graduated June 2015



EXPERIENCE & PROJECTS



POST BOREDOM GAMES: (2019-Present)

Level Designer



RISE & FALL (2019-2020)

- 4 Player Couch Co-Op Sports Game.
- Design and layout of the game arena and secondary "Basketball"-themed level.
- Scripting bumpers, goal reactions, ball physics and testing for overall feel and fun-level.

OVERKART (2019-2020)

- 4 Player Kart Racing Game.
- Design and layout of the opening tutorial track.
- Introduce main mechanics, design unlockable alternate routes, scripting interactable objects.

ERRANT (2019-2020)

- First Person Shooter.
- Design and layout of level and core gameplay flow. AI and enemy behaviors, mission scripting events, weapon tuning.

DESTINY 2: (Fan Level) (2019-2020)

- Design and layout of "Sacrion's Demise" Story mission.
- Design of all AI, objects, boss fights, mechanics, and tuning player control.

OFFICE BIRTHDAY PARTY (2019-2020)

- 4 Player Couch Co-Op Puzzle Game.
- Design and layout of first level, and introductory mission, scripting AI paths, tuning the level for fun, flow, and multiple routes.



SKILLS

- Unity, Unreal, Visual Studio, C#, C++, Blender, Maya, Github.
- Scripting for gameplay encounters, mission triggers, enemy AI, character controller feel and flow.



AWARDS

- 2011 TARA Awards - Best Electronic Field Production - Ryerson University RTA Program
- 2012 TARA Awards - Best Practicum Project: "Hunting Season" - Ryerson University RTA Program



REFERENCES

Brad Furminger: Professor - George Brown College
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