Michael Janes

Level Designer

distalon@hotmail.com (519) 520-9418

[Linkedin](#)

Objective

Experienced Level Designer with more than 23 years of expertise in creating engaging gaming experiences across multiple genres. Proven leadership in managing design teams and developing innovative game levels. Seeking a Senior or Leadership role to continue growing professionally with a dynamic studio.

Professional Experience

Lead Level Designer

Anchor Point Games

March 2025 – Present

- As Lead Level Designer, I led a small team in the development of an unannounced, procedurally generated (PCG) shooter RPG adventure game using Unreal 5 engine. My responsibilities included executing on the direction and vision of the project and ensuring that the team's efforts were cohesive and aligned with company objectives.
- I collaborated closely with in-house engineers to redesign our level design tools and pipeline, creating a more efficient system that allowed us to quickly iterate and develop a fun, engaging game with minimal overhead.
- Working alongside the Creative, Design, and Art Directors, I contributed to establishing comprehensive plans that guided the game from its conceptual phase through to production, ensuring all aspects of design and development were well-coordinated.
- Together with my team, I designed numerous levels and world structures in rapid succession, laying the groundwork for future expansion and positioning the game as an evergreen product with the potential for ongoing content updates.
- We built a procedural level assembly system in partnership with engineers, which enabled us to deliver a vast array of content to our players efficiently and effectively.
- In my management role, I supervised a team of four level designers, handling performance reviews, one-on-one meetings, mentoring, and providing behavioural guidance, as well as managing other leadership responsibilities.
- My duties also included:
  - Redesigning the procedural content generation (PCG) system, tools, and associated processes to support our evolving development needs.

- o   Planning out deliverables and project milestones to keep the team on track and focused.
- o   Creating review processes and implementing Jira Kanban-like tracking systems to streamline level progression between the art and design teams.
- o   Collaborating with design teams to brainstorm and develop new gameplay systems for level designers to integrate into the game.
- o   Conducting gameplay evaluations and regularly providing feedback and suggestions to the level design team, ensuring that our gameplay direction consistently aligned with the creative, design, and art direction goals.

Interim Lead / Principal Level Designer

Digital Extremes

December 2010 – Present

- In my role as Senior/ Principal Level Designer, I contributed to the creation of the J.J. Abrams Universe Star Trek title, collaborating with various teams to bring the project's vision to life.
- I worked with 343 Industries to help design Halo 4 levels for Spartan Ops and the Crimson Map Pack updates, ensuring engaging and high-quality player experiences.
- Throughout my tenure, I have designed numerous levels, worlds, and quests for the game Warframe, playing a key role in the game's ongoing development and success.
- Partnering with engineers, I was instrumental in building a procedural level assembly system, enabling the delivery of a vast amount of content to our customers efficiently.
- I spearheaded the creation of Railjack, an expansive new space flight sim/fighter system. Guided by the creative directors' vision, this system spans multiple planetary settings, levels, and quests, significantly expanding the Warframe universe.
- My duties included white boxing, mission scripting, implementing scripted events, rapid prototyping, iterative design, pitch work, systems design, and taking on general leadership responsibilities.
- I regularly conducted gameplay evaluations and provided feedback and suggestions to the level design team, ensuring gameplay direction remained in line with the creative vision.
- As Acting Lead Level Designer, I managed a team of over 10 level designers, conducting performance reviews, overseeing hiring, and driving improvements in team efficiency.
- In my capacity as Principal Designer, I assisted with team management while also driving the development of new updates and content from inception through to completion.

Senior Level Designer

Bedlam Games

August 2009 – August 2010

- As Senior Level Designer on Dungeons and Dragons: Dagger Dale, I mentored several rookie designers and established level construction guidelines and metrics to ensure consistency and quality.
- I developed the camera system for Scratch the Ultimate DJ using the Gamebryo game engine, contributing to the overall gameplay experience.
- My responsibilities also included research and development, prototyping, and pitch work for publishers on unannounced titles, with a focus on layout design, mission scripting, rapid prototyping, and scripted events.

Lead Level Designer

Silicon Knights

September 2006 – May 2009

- As Senior and Lead Level Designer, I worked on Too Human for Xbox 360, collaborating with multiple departments to ensure project cohesion and timely completion of milestones.
- I contributed to the hiring and development of new level designers, supporting the growth of the team.
- I was involved in developing new level design pipelines, working with early versions of Unreal Engine 3 to enhance workflow efficiency.
- I helped establish the level design framework for X-Men Destiny and supported pitch work for publisher submissions.
- My main focus was on white box layout design, mission scripting in Kismet, rapid prototyping, pitch work, team leadership, staffing, and pipeline design and implementation.

Level Designer

Ubisoft

September 2003 – September 2006

- As Level Designer, I gained hands-on experience working on titles such as Rainbow Six: Raven Shield, Rainbow Six 3: Black Arrow, Rainbow Six Vegas, and Splinter Cell Chaos Theory.
- I shipped various multiplayer levels for the Tom Clancy's Rainbow Six series, contributing to the franchise's legacy.
- I gained experience in both cooperative mission and single player level design through my work on Tom Clancy's Splinter Cell in the third-person stealth genre.
- My responsibilities at Ubisoft included white box layout design, comprehensive documentation and level pitches, multiplayer design and mission scripting, rapid prototyping for preproduction, and iterative design throughout the project lifecycle.

Projects

- Warframe – Digital Extremes, March 2013 – March 2025

- Halo 4 - Crimson Map Pack – Digital Extremes / 343 Industries, February 2012
- Halo 4 - Spartan Ops 1.5 – Digital Extremes / 343 Industries, January 2011 – December 2011
- Additional titles and contributions from December 2010 – 2013, December 2009, July 2009, September 2006, September 2005, January 2004, October 2003, and August 2003

Professional Skills

- Designing pipelines and organizational procedures to optimize workflow and productivity
- Collaborating effectively in cross-discipline environments
- Leading teams of varying sizes and mentoring less experienced designers
- Applying creative and artistic direction to projects
- Establishing best practices and processes within design teams
- Working closely with engineers to develop new tools and improve workflow
- Exhibiting excellent organizational and project tracking skills in collaboration with production teams
- Taking initiative as a proactive self-starter with minimal oversight
- Thriving both as a team player and leader

Technical Knowledge

Photoshop	Bonobo/Sapien	AutoCAD
Perforce	343 Proprietary Engine	3ds Max
Slack	Unreal Engine 2-5.5	Maya
Basecamp	Evolution DE	Sketch-up
Miro	Gamebryo	Lua
Slack	Kismet	Illustrator
S Office/G-Suite	Lua	

Education

- Architectural Technology, Fanshawe College (1995–1998)
- Computer Networking Engineering, Westervelt College (2000–2003)
- Computer Electronics Engineer (MCSE)