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JONATHAN ALLEN

LEVEL DESIGNER

TOOLS

Unity

Unreal Engine 4

C#

Blueprints

Visual Studio

Blender

Photoshop

Illustrator

Substance Painter

Premiere

InDesign

DESIGN

Greyboxing

Prototyping

Single Player Design

Encounter Design

Narrative Design

Team Collaboration

Documentation

3D Modeling

WORK EXPERIENCE

PlayQ **Level Designer** **07/22 - Current**

- Created over 800 levels for the mobile puzzle game, Treasure Party.
- Levels created using PlayQ's own proprietary engine.
- Work alongside other designers to test and provide feedback on levels and game feel.
- Organize concise level data including playtest data.

MSU GEL Lab **Game Developer** **07/21 - 05/22**

- Designed levels and other game elements across two different projects.
- Contracted to create pitches and games that meet client specifications.
- Pitched and developed a mobile endless running game, Investment Runner.
- Created level design tools for student use in Unity, tools used in a class taught at MSU.

PROJECTS

Project Star **Game Developer** **03/23 - Current**

- Solo-developed level pack inspired by the Sonic 2 movie built using the Project 06 Mod Kit.
- Completed one polished 8-minute level with 3D platforming and diverse environments.
- Several other levels inspired by the film are currently in preproduction.

Smog **Level Designer** **01/22 - 05/22**

- Worked with a team of 8 to build a 3rd person action-adventure game in Unity.
- Developed a 20-minute vertical slice to show off varied combat scenarios and exploration.
- Designed areas and puzzles that take advantage of player abilities using Unity Probuilder.
- Set up puzzles and enemy encounters using C# scripting making use of triggers and colliders.

Investment Runner **Game Designer** **07/21 - 05/22**

- Led a team of 10 developers to create a stock-based Endless Runner game at MSU GEL Lab.
- Worked with other designers and created a detailed pitch to present to clients.
- Led weekly meetings and gave direction to the rest of the team to keep everyone organized.
- Maintained organized documentation detailing design choices to keep development efficient.
- Created and iterated on the main Endless Runner gameplay in Unity.

Rubyspark **Level Designer** **03/21 - 03/22**

- Part of an FPS passion project in Unreal Engine 4 with 7 levels and 35+ developers.
- Created a 25+ Minute TitanFall 2 inspired level as part of the single-player campaign.
- Designed six major "Doom 2016" styled combat arenas alongside other enemy encounters.
- Met weekly with team leads to get feedback, discuss direction, cuts, and pitch additions.

Paragon **Level Designer** **11/20 - 12/21**

- Working with a team of 5 to build a fast-paced narratively driven 3D platforming game.
- Built out six complete 3-5 minute first-person platforming levels using Unity Probuilder.
- Documented main stages in writing and Adobe Illustrator before working in-engine.
- Scripted various unique stage obstacles and gameplay elements in each level using C#.
- Wrote and implemented an engaging narrative that supports gameplay using a quest system.
- Using "Game Creator" plugin, I developed a quest system for design and programming use.

EDUCATION

Michigan State University - Game Development

Graduated May 2022 with Honors - 3.86 GPA