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JONATHAN ALLEN

LEVEL DESIGNER

TOOLS

Unity

Unreal Engine 5

C#

Blueprints

Visual Studio

Blender

Photoshop

Illustrator

Substance Painter

Premiere

InDesign

DESIGN

White boxing

Prototyping

Scripting

Single Player Design

Encounter Design

Narrative Design

Team Collaboration

Documentation

3D Modeling

Composition

WORK EXPERIENCE

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

- Created and iterated over 1000 levels for the mobile puzzle game, Treasure Party.
- Levels created using PlayQ's proprietary engine.
- Work alongside other designers to test and provide feedback on levels and game feel.
- Organize concise level data including playtest data to address gameplay issues and bugs.

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 the 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 in Unity using the Project 06 Mod Kit.
- Completed two polished 10-minute levels with 3D platforming and diverse set pieces.
- Levels built with a heavy focus on pacing and composition to provide a satisfying experience.
- Scripted a variety of new mechanics and other features to enhance level feel.

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.

Investment Runner **Game Designer/Level 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.

Rubyshark **Level Designer/Encounter Designer** **03/21 - 03/22**

- Part of an FPS passion project in Unreal Engine 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/Narrative Designer** **11/20 - 12/21**

- Worked 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.
- Developed a quest system for design and programming use.

EDUCATION

Michigan State University - Game Development

Graduated May 2022 with Honors - 3.86 GPA