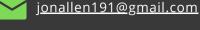


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TOOLS

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

JONATHAN ALLEN LEVEL DESIGNER

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.

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

- 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

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

- 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