

Jim Wallace

Level Designer

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Tools

Unreal Engine

Unity

Photoshop

Animate

Premiere

MS Office

Slack

Skills

Level Design

Whiteboxing

Level Design Documentation

Level Cluttering

World Building

Programming

C#

Experience

Cruel Fuel | Florida Man Games | Unity **August 2018 – December 2018**

Position: Level Designer

- Designed level spaces
- Whiteboxed level spaces using ProBuilder
- Created level design documentation
- Implemented art assets into the engine
- Cluttered level spaces with various art assets

Shadow Step | Studio 19 | Unreal **May 2018 – June 2018**

Position: Level Designer

- Designed level spaces
- Whiteboxed level spaces using unreal BSPs
- Created level design documentation
- Cluttered level spaces with various art assets

Bash and Debris | Spring Roll Studios | Unity **January 2018 – April 2018**

Position: Level Designer and Programmer

- Designed level spaces
- Whiteboxed level spaces using Unity
- Created level design documentation
- Implemented art assets into the engine
- Created enemy behaviors
- Adjusted preexisting code

Education

Digital Media BA Degree | University of Central Florida | December 2018

AA Degree | Florida Atlantic University | August 2015