

Summary

Accomplished Level Designer with 9+ years of experience in different capacities and game genres. Working closely with multi-disciplinary development teams to help define and ensure the establishment of the game vision within the levels.

Key Skills:

- Designing interesting, fun, competitive and engaging gameplay scenarios for objective based as well as team based multiplayer game modes.
- Strong understanding of level design theory and gameplay fundamentals.
- Excellent knowledge of the Unreal Editor (Unreal Engine 1 to 4).
- Strong leadership, communication and people skills.
- Professional, self-motivated, disciplined and pro-active.

Professional Experience

06/2013 – Present Lead Level Designer at Limbic Entertainment GmbH (Langen, Germany)

- Managing the level development of Might & Magic Heroes 7 (turn based strategy on PC) published by Ubisoft.
- Defining, introducing, implementing and maintaining the level creation process.
- Responsible for identifying and evaluating relevant middleware such as SpeedTree (IDV) and Simplygon (Donya Labs) and integrating them into the level creation pipeline.
- Working closely with designers and writers on publisher side to ensure the story is presented in a compelling way.
- Responsible for level profiling and optimization to ensure they meet technical specifications.

12/2007 – 04/2013 Lead Level Designer at Acony GmbH & Co. KG (Villingen, Germany)

- Responsible for managing the level development for the free to play game Bullet Run (FPS on PC) published by Sony Online Entertainment.
- Providing map layouts and defining their flow.
- Accountable for delivering levels within a predefined timeframe, quality and budget.
- Defining, introducing, implementing and maintaining the level creation process in collaboration with the art director.
- Ensuring performance specifications are met by coordinating and overseeing the collaboration between the LD department, tech artists and programmers.
- Evaluating Level Design related tools and technology (Beast vs. Lightmass / Unreal Engine updates).
- Cooperating closely with the Game Design department in designing and prototyping gamemodes.
- Developing a shooting range level including the prototyping of in-game mechanics and player interaction via Kismet (Unreal Engine 3 Script Tool).

Mark Mussler

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levelcreation.com

10/2006 – 12/2007 Level Designer at Acony GmbH & Co. KG (Villingen, Germany)

- Creating three levels for the game Parabellum (FPS on PC) .
- Defining level design specific gameplay guidelines (level dimensions, level timings, cover dimensions etc.).

Mod Experience

07/2003 – 10/2006 Level Designer for TO Crossfire

- Created and released four levels for this Unreal Tournament 2003/2004 modification (FPS on PC) based on UnrealEngine 2.

07/2002 – 04/2003 Level Designer for Tactical Ops (Kamehan Studios)

- Tactical Ops (FPS on PC) is a former Unreal Tournament modification which was published by Atari as a retail game in 04/2002. As a member of the Aim-It Mapping Team I contributed the level TO-X-Salsa for the official X-Mas Package released by Kamehan Studios on the 24.12.02.

Education

09/1999 - 02/2006 Degree in media informatics at the Fachhochschule Giessen-Friedberg (University of Applied Sciences) (Germany)

10/1996 - 07/1999 Business Administration at the Johann Wolfgang Goethe University Frankfurt am Main (Germany)

06/1995 Abitur (University entrance qualification) at the Gymnasium Oberursel (Germany)

Skills

Tools: Unreal Engine Editor, Autodesk 3dsmax, Adobe Photoshop, IDV SpeedTree, Donya Labs Simplygon, World Machine, Seapine TestTrack, Perforce, SVN, MS Office, MS Project, Mindjet Mind Manager, Media Wiki, Jira

Languages: German (native), English (fluent)