





David Robson

Level Designer

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PROFESSIONAL EXPERIENCE

Level & Encounter Designer (Contract): TacticalAR (shipped: tacticalar.net & Steam) **July 2019 – Jan. 2020**
Training Simulation – Unity 2018

- Designed and implemented target and obstacle encounters for military and law enforcement agencies
- Shaped 3D VR spaces to simulate combat training courses that utilize locomotion in 30ft by 30ft spaces
- Researched current training spaces used by military and law enforcement agencies

ACADEMIC GAME PROJECTS

Level & Encounter Designer: Just Desserts **Sept. 2019 – April 2020**
3D Adventure Platformer – Unreal Engine 4.22.3 Team of 9

- Researched and developed 5+ demo levels that utilizing a blend of platforming and adventure components
- Responsible for developing 10+ sandboxes for testing of various mechanics and components within the project
- Improved player immersion through iterations on lighting and audio passes over multiple levels
- Orchestrated scripting of behaviors via blueprints for objects and events to enhance player experience during gameplay

Solo Developer: Mage's Dungeon **May 2019 – Sept. 2019**
Single Level Development – Unreal Engine 4.22.3 Solo

- Concepted level focusing on spatial design and flow, highlighting both organic and constructed environments
- Whiteboxed level template identifying focal points, audio and visual landmarks
- Iterated design over original whitebox template, optimizing player guidance and pacing
- Refined lighting and audio passes to maximize engagement and adherence to the original design vision

Level & Encounter Designer: I Am Goopy (shipped: Steam) **Sept. 2018 – June 2019**
2D Angled Top-Down Puzzle/Exploration Game – Custom C++ Engine Team of 7

- Researched and designed systems with ~2000 puzzles to fit within designed systems
- Built 20+ level layouts to contain each puzzle and pieced them together to form cohesive levels
- Established tile map layer organizational systems in Tiled (software) to improve engine and development efficiency
- Led playtesting of accessibility design and determined learning and difficulty curves of puzzles

GAME AWARDS AND ACHIEVEMENTS

I Am Goopy

- PAX West 2020 – Showcase Project
 - Unanimously selected by panel of instructors, mentors & peers to represent DigiPen
- DreamHack Atlanta 2019 – Student Showcase project
 - Contacted directly by event organizers to be 1 of 16 showcased games internationally
- PAX West 2019 – Showcase Project
 - Unanimously selected by panel of instructors, mentors & peers to represent DigiPen

EDUCATION

BA in Game Design (Psychology Minor) **April 2021**
DigiPen Institute of Technology

ADDITIONAL EXPERIENCE

Guest Speaker: PAX West 2020 **Sept. 14 & 16, 2020**

"We All Do It Differently: Variations on International Level Design"

- Two-part talk about how designers from different cultures approach level design and why

Teacher's Assistant: DigiPen Institute of Technology **Sept. 2018 – April 2021**
GAM1XX / 2XX / 3XX, DES240 / 302, PSY101

- Taught level design concepts to strengthen team's games
- Assisted teams with design, production, Unreal, and Unity
- Coached teams in design and production to improve their processes and workflows

SKILLS

Design

- Puzzle Design
- Whiteboxing
- Mechanics Prototyping
- Player Guidance
- Level Pacing & Flow
- Sandbox Development

Production

- Project Management
- Documentation
- AGILE/Scrum/Kanban
- Risk Management
- Presentation

Technical

- Unreal (Blueprints)
- Blueprints/C#
- Source Control
- Maya/Blender/ZBrush

LANGUAGES

- English (Native)
- Japanese (Familiar)
- German (Familiar)