





# BRENDON BANVILLE

## LEVEL DESIGNER

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### PROFESSIONAL EXPERIENCE

#### Junior Mission Designer

*Feb 2022 – Feb 2023*

Raven Software - Unannounced Title  
First-Person, Shooter

- Designed, built, and populated high-quality environments and gameplay for several major and minor locations of a large map using a proprietary toolset.
- Owned the design and production of two major locations of the map and many smaller locations on a large map.
- Setup the environment, collision, encounters, and enemies for each of the areas I owned in engine and in script.
- Communicated and collaborated with other departments to bring level up to ship quality.

### ACADEMIC EXPERIENCE

#### Level and Gameplay Designer

*Jan 2021 – Apr 2021*

Silent;Void – 5 Person Team (Unity)  
First-Person, Survival Horror

- Designed each game level with defined goals and player progression in mind to create an engaging and immersive level flow and gameplay experience.
- Built and populated the game levels including the placement of interactable objects, encounters, and lighting using a modular art asset pack.
- Scripted, designed, and implemented many gameplay elements into the levels to create effective interaction between the player, level, and objective system.

#### Level and UI Designer

*Aug 2020 – Dec 2020*

Overrun - 7 Person Team (Unreal Engine)  
First-Person, Multiplayer Shooter

- Designed the farm level with multiplayer in mind, populating the level with enemies, wave spawns, and other gameplay elements.
- Designed and scripted the UI for the project's menus and player HUD using Unreal Engine's Blueprint visual scripting.
- Documented all aspects of the level design, systems, user-interface, and UI.

#### Sole Designer

*Jan 2020 – Apr 2020*

Great Plains Drifter - Solo Project (Unity)  
First-Person, Shooter

- Designed, iterated, and polished the environment, levels, audio, and visuals to make players feel immersed in the setting of the world.
- Scripted and implemented enemy encounters and AI into the game level.
- Worked on creating and designing all the game's systems along with the weapons and player movement.

#### Level and UI/UX Designer

*Aug 2019 – Apr 2020*

The Monument - 14 Person Team (Unity)  
Third-Person, Action-Adventure

- Prototyped the initial paper map, concept, and layout of the game world.
- Designed and built the forest section of the map, handling the positioning and implementation of encounters, shops, and exploration areas in the level.
- Coordinated playtests and implemented changes to game feel and balance based on user feedback in collaboration with art and tech.

### SKILLS

Level Design  
Encounter Design  
Gameplay Design  
Strong Attention-to-Detail  
Scripting (C#, GSC)  
Visual Scripting (Blueprint)  
Excellent Communication  
User Interface Design  
User Experience Design  
Graphic Design  
Digital Art  
Environment Art  
3D Modelling  
Agile Methodologies  
Rapid Prototyping  
Remote Working

### TOOLS

Unreal Engine  
Radiant  
Unity  
Creation Kit  
Open XR  
FMOD  
Maya  
Kanban Board  
Adobe Photoshop  
Adobe Creative Suite  
Microsoft Office Suite  
SVN / GIT / Perforce  
Confluence  
JIRA

### EDUCATION

DigiPen Institute of  
Technology

Bachelor of Arts in Game  
Design – Graduated: April  
25, 2021