



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 two major locations and many smaller 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 moderate-sized open-world map.
- Setup the environment, collision, encounters, enemies, and gameplay for each of the areas I owned in engine and in script.
- Tracked assignments, debugged issues, and completed tasks using the task management system JIRA.

ACADEMIC AND INDEPENDENT EXPERIENCE

Level and Quest Designer

Jul 2023 – Current

F4CW Project Team – Fallout 4: Capital Wasteland
First-Person, Action RPG

- Designed, built, and populated the environments of the Little Lamplight, Temple of the Union, Canterbury Commons, and many other locations.
- I worked on setting up, scripting, and reworking several quests in Fallout 4.

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 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 (Student) - 7 Person Team (Unreal Engine 4)
First-Person, Multiplayer Horde Shooter

- Designed and populated the level's enemy placement and spawn positions.
- Designed and scripted the UI for the project's menus and player HUD using Unreal Engine's Blueprint visual scripting.

Level, Gameplay, and UI/UX Designer

Aug 2019 – Apr 2020

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

- Prototyped the initial paper map, concept, and layout of the game world.
- Designed, built, and populated the forest, starting, and boss sections.
- Handled the positioning, design, and implementation of encounters, shops, item drops, and animated cutscenes.
- Coordinated playtests and implemented changes to game feel and balance while working closely with my team to create a consistent visual language.

SKILLS

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

TOOLS

Radiant
Unreal Engine (UE4/UE5)
Unity
Creation Kit
Open XR
FMOD
Maya
Adobe Photoshop
Adobe Creative Suite
Microsoft Office Suite
SVN / GIT / Perforce
Confluence
JIRA
Kanban Board

EDUCATION

DigiPen Institute of Technology

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