Ashley Rivera

Level Game Designer

CONTACT

- (123) 456-7890
- ashley.rivera@gmail.com
- United States, San Francisco, CA

EDUCATION

2013 - 2017
Bachelor of Arts in Game Design
California State University, United States, Long Beach, CA

Level Design Certification
Coursera, 2022

Advanced Unity Workshop
Unity Technologies, 2021

AWARDS

- Best Level Design

PROFESSIONAL SUMMARY

Creative and detail-oriented Level Designer with over 6 years of experience designing engaging, interactive, and immersive levels. Skilled in balancing gameplay mechanics, spatial design, and player engagement with a collaborative approach.

EXPERIENCE

Lead Level Designer   2020 - Now
Naughty Dog, United States, San Francisco, CA

- Design and implement complex level layouts using Unity and Unreal Engine to enhance player experience and engagement.
- Lead a team of 5 junior level designers, providing mentorship, feedback, and guidance on best practices for development.
- Collaborate with narrative and gameplay designers to align level elements with story arcs and game mechanics.
- Develop prototype levels for playtesting, refining layouts based on feedback and player behavior analysis.

Junior Level Designer   2018 - 2020
Double Fine Productions, United States, Los Angeles, CA

- Created level blueprints and mockups using AutoCAD and Photoshop, with a focus on environment flow and interactive elements.
- Participated in the creative brainstorming process, presenting ideas for level themes and player challenges.
- Assisted in debugging levels to improve player navigation, pacing, and environment clarity.

SKILLS

Skill	Rating
Proficiency in Unity, Unreal Engine, and AutoCAD	★★★★★
Expertise in environment storytelling and level layout design	★★★★★
Strong understanding of player psychology and engagement techniques	★★★★★
Skilled in prototyping and playtesting	★★★★★
Excellent communication and collaborative skills	★★★★★