PAUL HARPER
LEVEL DESINGER

CONTACT

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Middlesbrough

SKILLS

 +5 Years Experience

 Understanding Level Design

 Experienced Quest Design

 Visual Scripting Experience

 Understanding Gameplay Mechanics

 Quality Assurance Testing

 Source Control Experience

INTRODUCTION

As a recent graduate within games design, I am eager to apply what I have learned within my studies to new projects and develop my skills further within industry.

I am a hard-working and highly motivated individual who is determined to apply their skill and creativity to every part of their work.

It is my hope to find a position or placement that will help me develop and grow my knowledge as a level designer.

PROFESSIONAL EXPERIENCE

Freelance Work – Launch Pad scheme – Jan 2023

I created an open environment for a VR project within Unreal Engine 5 that was used to gain funding for the project's further development.

- Creating playable level within VR
- Created a system within Unreal to support the VR project
- Managed project files and documentation work needed for the prototype

EDUCATION

Bachelor of Arts in Computer Games Design – First Class Honours
Start – September 2019 Finish – May 2022 – Teeside University

Master of Arts in Games Design – Merit
Start – September 2022 Finish – September 2023

OCR Level 3 Cambridge Technical Extended Diploma in Media – Distinction*
Start – September 2016 Finish – July 2019

OCR Level 3 Cambridge Technical Subsidiary Diploma in Media – Distinction*
Start – September 2016 Finish – July 2019

BTEC Level 2 First Extended Certificate – Merit
Start – September 2016 Finish – July 2017

GCSE – English C – Math C – ECDL Certificate in IT - Distinction
Start – September 2011 Finish – July 2016

SKILLS

Time Management

Experienced UI Design

ACHIEVEMENTS

Worked as a team lead on several group projects

A project that I had worked on was also shown off at Middlesbrough town hall by Teesside university

Developed a startup project showcased to investors to gain funding for further development

Currently working on my own project planned for release

REFERENCES

Industry & Academic references available on request

A LITTLE ABOUT MYSELF

Ever since I was young, I have always been captivated by the experiences that gaming can create for a player, taking design ideas and planning then applying this to engine to create both mechanics and environments the player will experience and remember.

I have strong passion for the development of games and the desire to learn more and expand my skills, I have always been very driven in my work and always adapting to what problems I might face while working on a project striving to create the best quality of work possible.

KEY PASSIONS

Level Design

I'm deeply passionate about the development of level design within singleplayer and multiplayer games.

I have had a lot of experience within engine creating environments base around gameplay mechanics and seeing a level work well with the games design is a very satisfying feeling.

Gameplay Design

I feel strongly passionate about the design of gameplay mechanics as designing and implementing new gameplay features to my work drives me to learn more within engine.

Quest/Mission Design

Creating organic quests that the player can interact with and solve in several ways is a strong passion of mine that I hope to grow further as a skill.

POST EDUCATION

After completing my studies, I have been perusing my passion within game development, showing initiative in my free time to work on my own projects, which I plan to release within 2025 to public eye.

Whilst I have been working a fulltime job within other lines of work, I have stayed up to date with the latest news within game design, ensuring to spend time during my days off and after work to develop my skills and knowledge within systems such as Unreal Engine.