



GINA MARIE LEVY

LEVEL DESIGNER

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Work Experience:

THE LAYS OF ALTHAS: SUNDERED ORDER | EPOCH GAMES

Lead Unreal Engine Level Designer | Sept. 2021 - Current | Epochgames.co.uk

As Lead Level Designer I am :

- Managing the Level Design Department.
- In charge of reviewing Level Design work in Unreal Engine.
- Part of Weekly Level Design Meetings.
- Join the Weekly Department Leads Meetings with the progress of Level Design.
- I am expected to keep in contact with the Level Design Team. Communication is really key to Epoch Games, especially since we are a completely online and global Team.
- I also coordinate with other Departments, take part in Interviews with Level Design Applicants.
- I am currently helping with landscaping, and setting up different cities.

UNREAL ENGINE GENERALIST | OFFBEAT

Virtual Production | Feb. 2022 - June 2022

As Level Designer and Virtual Production:

- Where needed, work with motion capture performers to ensure successful daily livestreams. Where needed, support our Tech Directors in developing new streaming gimmicks/games/experiences.
- Primarily, create artistic and story driven virtual environments for future characters to perform in, while providing feedback on the art direction as it informs environment development needs.
- Make improvements and upgrades to existing environments under the direction of our Art Directors.
- Continue to implement and learn how to use new features that was added to the systems, ensuring I know the ins and outs of the streaming system. Apply my love for learning!
- Collaborate with Production and Tech Directors to improve pipelines efficiency and ease of use based on what I learned and know.
- Share any developments/insights that may contribute to the pipeline, various projects, or the team.

BEASTS OF YEAST | LAMBENT GAMES, LLC. | UE4 | MAYA | START-UP

Design Lead/Level Designer | Aug. 2020 - Aug. 2021

Completed Paris Prototype as a Lead Designer, Level Designer, and Lighting Artist responsible for:

- Real-world Paris concept, Paris inspired map layout design, in-engine implementation, Lighting, and Optimization
- Using Maya to model a Paris level from basic shapes and creating pathing block-outs.
- I used various lighting complexity to optimize the level.
- Scheduled team meetings and made sure everyone was on task.
- Organized team-building activities.
- Help build Design team Pipelines, task management, tasks distributions, and bug reporting.

Published Games:

KEEPERS OF THE TREES | STUDIO CHILI | UE4 | STUDENT CAPSTONE

Level Designer | Dec. 2019 - Aug. 2020

Designed and implemented in-engine a level from preproduction to completion. Responsible for:

- Original concept, conveyance techniques, pacing, and progression
- Whiteboxing, playtesting, debugging, set dressing, and optimizing the level. Implemented feedback and modified design based on playtesting sessions.
- Tested and combined puzzle interactions to explore different mechanics that could be used for the level.

Personal Projects:

Developed levels through the full production cycle from paper design and proxy white boxing to final set dressing, scripting, debugging, lighting, and optimization.

RUINED CASTLE | UE4 | MAYA | PHOTOSHOP

Solo Level Design Project | March 2021- April 2021

- Achieved an aesthetically medieval 3rd-person combat experience with art assets and AI packs after core gameplay after the level was completed.
- Conveyed paths to choose pathways for AI combat and sequenced events.
- Used lighting to build up the atmosphere while keeping shader and Lighting complexity budgets

OUT OF TIME | UE4 | MAYA | PHOTOSHOP

Solo Level Design Project | Jan. 2021- March 2021

- Achieved a well-conveyed 3rd-person sci-fi experience with a focus on puzzles and event scripting.
- Provided player with mission clues and hints at narrative at large.
- Indirectly had the player make it out of the level with a set timer.

Skills & Tools:

- Unreal Engine 4 & 5
- UE4 Blueprints
- Unreal Engine Sequencer
- Maya - Whiteboxing
- Set Dressing
- Real-time Lighting & Rendering
- Optimization
- Post-processing
- HDR Color Grading
- Sun Calibration
- Photoshop
- Design Documentation
- Debugging & Testing
- Perforce
- Jira
- Confluence

Education:

UNIVERSITY OF CENTRAL FLORIDA |
FLORIDA INTERACTIVE
ENTERTAINMENT ACADEMY (FIEA)

M.S. Interactive Entertainment: Level
Design and Lighting | Aug. 26, 2019 -
Graduated Aug. 7, 2021

UNIVERSITY OF CENTRAL FLORIDA
B.A. In Digital Media - Web Design | Jan.
2012 - Dec. 2015

Certificate:

CGMA: COMPUTER GRAPHICS MASTER
ACADEMY

CGMA: In the Art of Lighting for Games |
Jan. 2021 - May 2021

Accomplishments:

PUBLISHED UE4 COMMUNITY
SPOTLIGHT

Keepers of the Trees | Unreal
Engine | August 2020

FALL 2020 STUDENT SHOWCASE -
SIZZLE REEL

Keepers of the Trees | Unreal
Engine | 2020