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Frank F. Wright III
Level Designer

EXPERIENCE

Game Development Overview   January 2018–Current
Level Designer

- Design paper maps and Blockout layout/level based on metrics, research, reference gathering & documentation.
- Iterate design and layout based on feedback from playtesting and design review sessions.
- Create level design documents (LDD) to organize preproduction work.
- Setup A.I. Navmesh and make modifications to ensure A.I. navigates the level as intended.
- Script level interactions, game systems, player mechanics, controllers, game modes, and U.I. in UE Blueprint tool.
- Blockout Early world building: Setup landscapes & sculpt, create and tune foliage spawn systems, paint foliage.
- Modify asset collisions when an issue is known or for a different desired result.
- Document bugs throughout development, fixed bugs and play test to ensure fixes are complete.

Projects

Exodus | Level Design – Solo/Personal

- Concepted, white-boxed, and iterated on a large-scale control point layout for a 3rd person shooter.
- Iterated on layout based on feedback to improve level flow and create the best possible playing experience.
- Created landscapes, world-building, and lighting that help visualize the intent of level design ideas and tone.
- Utilized new modeling tools in UE5 to create unique Blockout geometry, in addition to basic primitive shapes.
- Setup Navmesh for A.I. and create links between non-continuous sections to improve A.I. pathing & consistency.

Berserk Trials | Level Design -Solo/Personal

- Concepted, white-boxed, and iterated on a medium-scale team deathmatch layout for fast paced movement.
- Imported layout into Unreal tournament editor and setup level with existing game modes, mechanics, and A.I.
- Setup Navmesh for A.I. and create links between non-continuous sections to improve A.I. pathing.
- Playtested level and balanced layout to ensure level flow allowed player to experience continuous chaotic movement.

Playgrounds | Level Design/Game Design – Indie Team

- Collaborated with a small team to conceptualize a game idea into a fully structured and documented game.
- Collaborated with designers and artists on level ideas, then I expanded the layout design and white-boxed.
- Iterated on level layout based on feedback from design review sessions with the team.
- Scripted level interactions that were specific to the map, that players can interact with during matches.
- Contributed to other areas of development including **Design** (game rules, gameplay systems, mechanics), **Scripting** (Level interactions, mechanics, Character, controller, game systems, UI, networking, game modes, etc.), **World Building** (creating and tuning Foliage spawn system, sculpting landscape, hand painting foliage), & Lighting.

Education

The University of Texas at Dallas   August 2013-May 2018
B.A., Arts and Technology - Game Design

Relevant Courses: Level Design I & II, Scripting for Games I, Game Design I, Project Management

Work Experience

Music & Arts | McKinney, Tx   March 2018–March 2023
Sr. Sales Associate & Lessons lead
- Our team focused on building a new customer base and building relationships through excellent customer service. This led to our store's growth, topping $1.2 million in sales by the end of our 3rd fiscal year (2021).
- Manage Lessons program: Oversaw lesson accounts- including making changes to schedules per customer request, and taking care of any issues that may arise with accounts (In store & online). Helping potential new students with the sign-up process and answering questions about the program.
- Evaluated our customers' needs and provided options to meet their goals.
- Acknowledged customer issues and resolved their problems quickly and efficiently for all account types.
- Trained/mentored employees on company procedures, software, product knowledge, and lessons program.

Skills, Tools, Achievements, & Additional Courses

Eagle Scout | *The Boy Scouts of America*   Fall 2006

Skills: Level Design, Blockouts, Spatial composition, Preproduction/Documentation, Metrics, Visual Scripting, Game Design & Development, Bug Tracking, Collaboration with interdisciplinary teams

Scripting: Unreal Visual Blueprints, C#

Tools: Unreal Engine 4 & 5, Unity, Maya, Blender, PureRef, Affinity Designer, Photoshop, Premiere Pro, Visual Studio, Mono-Development, Ableton, Pro Tools

Project Management/Collaboration: Git Hub, Jira, Shotgun, Trello, Miro, Click-Up, Box, Google Docs, MS Office

Additional Completed Courses: Fundamentals of Professional Level Design, Exploring Level Design for Game Development, Creating a Level Blockout for Game Development, Implementing Level Design with Blueprints, Game mechanic Design Fundamentals, Real-Time Rendering Fundamentals, An In-Depth look at Real-Time Rendering