

DANIEL MCKENZIE

Level Designer

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SKILLS

Blueprint Visual Scripting
3D Modelling
Documentation
Rapid Prototyping
Linear Design experience
Iterative Processes
Level Design

TOOLS

Unreal Engine 4/5
Unity
Autodesk Maya
Adobe Premiere Pro
Adobe Photoshop
Trello

EDUCATION

CG Master Academy (CGMA)
Level Design for Games

University of South Wales (USW)|
Cardiff, United Kingdom
2:1, Computer Game Design

PROFILE

I am an enthusiastic and committed level designer in search of an opportunity to enhance and expand my skills. I thrive in collaborative environments, eagerly sharing ideas with colleagues who share a similar passion, all with the goal of creating the most captivating games. I would be delighted to discuss my ideas further should any fitting roles arise.

EXPERIENCE

The Undead World | First person Shooter, Level Designer, (Personal Project)

31th October 2023

This project is a first-person shooter set in an apocalyptic city, where players strive to survive against endless waves of zombies.

- Level design suitable for both single-player and multiplayer experiences.
- Crafting a versatile level with multi-purpose functionality, catering to both mission and campaign designs.
- Iterated from Creating 2D map layout design to blockout.
- Striving to incorporate varied elevations to facilitate dynamic, fast-paced movement within the level.

8 Hour Level Design /Puzzle Challenge| Puzzle game, Level Designer, (Personal Project) 4th January 2023

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Black Eye Galaxy Mission | First person Shooter, Level Designer, (Personal Project) 25th July 2021

Developed a first-person shooter campaign level set on a distant planet in a faraway galaxy, focusing on immersive gameplay and narrative storytelling.

- Strived to create a campaign level design blending exploration with compelling gameplay for an immersive player experience.
- Advanced from initial 2D map layout design to achieve final production.
- Integrated a range of design elements including puzzles, stealth pathways, first-person shooter mechanics, and basic AI systems.
- Partnered with an environment artist to transform the level from conceptual whitebox to polished final production.