DANIEL MCKENZIE
Level Designer

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SKILLS

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

TOOLS

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

EDUCATION

CG Master Academy (CGMA)
Level Design for Games

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

WORK EXPERIENCE

Zenith | Action RPG, Level Designer, Nocturnia Studios

Contracted from January 2026 to Present

Collaborating on Zenith, an action RPG that blends intense combat, deep exploration, and an immersive atmosphere. Players explore ruined cathedrals and gothic landscapes filled with secrets, while facing relentless enemies that challenge skill and strategy.

- Designed and implemented linear, exploration & combat driven levels in the **Unreal Engine 5** to guide player flow, structure progression, and gameplay.
- Rapidly prototyped level concepts, iterated based on team feedback, and adapted designs efficiently to improve the overall level space.
- Balanced exploration, progression, and environmental storytelling within level spaces to improve player flow.
- Collaborated closely with environment artists and design teams in regular meeting regarding player progression, layout, and integration of gameplay.

Project Kyzen | Third Person Shooter, World/ Level Designer, Impact Theory Games

Contracted from October 4 to November 1, 2024

Contributed to Project Kyzen, a fast-paced third-person shooter, by helping develop an exciting new, unannounced game mode for players to explore.

- Designed and implemented a Point of Interest (POI) featuring dynamic combat encounters and a challenging boss battle to enhance player engagement.
- Created and integrated an underground tunnel beneath the POI using the **modeling tool** in Unreal Engine and the Landscape Tool, allowing multiple entrances and exits.
- Created a dynamic POI that incorporates PvP and PvE mechanics, fostering both competitive and cooperative gameplay.
- Utilized player feedback and iterative design processes to refine gameplay elements within the POI in Unreal.

PROJECTS

Survive the Infected on Alcatraz | First Person Close Melee Combat, Level Designer

Personal Project - Completed May 2025

A close-range melee combat level inspired by Dead Island 2, where players fight to survive infected zones and rescue their friend on Alcatraz Island.

- Created a detailed 2D map and Documented the full level design process, including pacing, narrative beats, enemy encounters, and real-life location reference in **Figma**.
- Transformed a real Alcatraz Island location into a playable, immersive combat and exploration space in **Unreal Engine**.
- Prototyped UI narrative elements and mission objectives using **Blueprints** to reinforce story integration.
- Implemented basic Zombie AI using Blueprints to create varied combat scenarios and reactive enemy behavior.

The Lost Temple of AKU | Action-Adventure, Level Designer

Personal Project - Completed November 2024

This project is an action-adventure inspired by Shadow of the Tomb Raider, where players strive to survive in the Amazon jungle to raid the AKU temple.

- Designed a third person action-adventure level inspired by Tomb Raider gameplay.
- Within pre-production I utilized Figma to create detailed 2D maps and documentation aimed to improve the level pacing, narrative, beats ,gameplay flow and puzzle design.
- Prototype puzzles using Blueprints to design puzzle encounter that will have the player engaged and immersion with the narrative.
- Designed and iterated traversal paths to improve player engagement and maintain level pacing.