

JOEY O'BRIEN

Level Designer

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EXPERIENCE

Founder and Lead Level Designer 06/2022 - Present

The Kingdom Gaming Remote

- Maintain comprehensive project documentation. This includes documentation, project requirements, design documents, and meeting notes. Documentation ensures continuity and helps new team members get up to speed quickly.
- Use project management tools like Jira, Trello, or Asana to assign tasks, track progress, and manage deadlines. Ensure tasks are defined and prioritized.
- Create detailed level layouts, including key landmarks, pathways, and gameplay elements. Ensure levels are engaging, balanced, and fun for a competitive FPS experience.

Level Designer 01/2021 - Present

Freelancer Remote

- Use level design tools or software (Unreal Engine, or custom game engines) to create an engaging level. Paying attention to scale, proportion, and spacing.
- Focus on core gameplay elements and player flow for an RPG experience.
- Adding assets including all the objects and elements that populate a game level. These can range from static objects to lights and textures.

Level Designer 04/2019 - 01/2021

Razor Edge Games

- Responsible for designing game levels from initial layout to final art, including adding props, lighting, and textures.
- Regularly play test levels to identify issues and gather feedback. Iterate on the design to improve the flow, balance, and integration of cinematics and gameplay.

Level Designer 07/2018 - 04/2019

CieloXR

- Use the game engine to create a basic version of the level with simple shapes. Focus on scale and layout.
- Test the block out to ensure the flow and scale feel right. Iterate based on feedback.

EDUCATION

BFA in Interactive Design & Game Development 08/2014 - 08/2017

Savannah College of Art & Design Savannah, Georgia

SUMMARY

I specialize in crafting rough sketches and digital layouts to design the overall structure of game levels. My process includes building basic block outs to test scale, flow, and functionality. I regularly play test these levels to spot issues and areas needing improvement, and I gather feedback from external testers to gain fresh perspectives. Once the level is refined, I finalize it by adding lighting, textures, and props to create a cohesive and visually appealing environment. I use spotlights and point lights to emphasize key areas and objects, and I employ fog, volumetric lighting, and god rays to add depth and atmosphere.



SOFTWARE

Maya · Unreal Engine 5 ·

Photoshop · Illustrator

SKILLS

Block Outs · Level Art · 2D Layout ·

Play Testing · FPS levels ·

RPG levels · Lighting

FIND ME ONLINE

 [linkedin.com/in/joey-obrien](https://www.linkedin.com/in/joey-obrien)

 www.thejoeyob.com

 kingdomgaming.gg