

DANIEL RILEY

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SUMMARY

Skilled Level Designer specialized in Unreal Engine 4. I have a wide scope of knowledge in the various different aspects of the engine such as its level design tools, audio integration system and UMG. I also have a deep understanding of the Blueprint Visual Scripting System and how to use it to create fun and interesting gameplay systems and dynamic levels.

SKILLS

- Proficient in Unreal Engine 4 and Blueprint Visual Scripting.
- Efficient in all stages of the level design process.
- Can work efficiently as both a part of a team and an individual.
- I am adept at building cohesive, immersive and fun levels for gameplay to take place in or immerse the player.
- Effective communicator.

ACCOMPLISHMENTS

- Lead tech role in University – Responsible for guiding the junior tech and level design teams, helping solve problems they encountered during the games development and further streamlining their blueprint scripts for increased efficiency.
- Independently developed a twinstick shooter called Color Chaos using Unreal Engine 4 that is available on Steam.
- Delivered a university talk on indie game development.

EXPERIENCE

October 2016 – Current Trainee Level Designer – Halo Wars 2 (Creative Assembly):

- *Designed and developed Singleplayer and Multiplayer levels through all stages of the level design process using Creative Assembly's in house custom engine and visual scripting system.*

July 2015 – August 2016 Lead Design – Color Chaos (Independent game):

- *Independently developed, built and self-published (Steam Greenlight) a twinstick shooter using Unreal Engine 4.*

EDUCATION

September 2013 – *Staffordshire University :*
July 2016 *Bachelor Of Science - Computer Gameplay Design And Production:*

· Grade – First Class Degree With Honours.