

# DANIEL RILEY

| | DynamiteDan2012@outlook.com

| | <https://www.danielrileygamesdesign.com/>

## SUMMARY

Senior Level Designer with over 7 years in the AAA games industry across a variety of genres. I have extensive experience in all areas of the design process from concepting to rapid prototyping and production.

With a decade of experience in Unreal Engine I'm passionate about crafting unique and compelling player experiences and building unforgettable worlds.

## EXPERIENCE

July 2017 –  
Sep 2023

### *Senior Level Designer – Hyenas: (Multiplayer FPS)*

- Developed foundational level design for what makes a good Hyenas map.
- PVPVE map design with the consideration of multiple play styles and opportunities for player expression and mastery.
- Concepted, prototyped, and developed a variety of features and systems to help validate and drive the player experience.
- PVE Encounter experience balancing, factoring match escalation and game mode beats.
- Event and resource placement to incentivize PVPVE engagements and POI across the map.
- Owner of the level technical breakdown and workflow process to aid collaboration and good hygiene practices for the world team.

Oct 2016 –  
Sep 2017

### *Level Designer – Halo Wars 2 and Halo Wars 2 Awakening The Nightmare: (RTS)*

- Singleplayer level design with a focus on encounter scripting and difficulty balancing to create fun, unique and engaging missions for players.
- Multiplayer map design supporting multiple game modes and facilitating interesting and dynamic combat between players.
- Dialogue and cutscene implementation to support narrative progression and gameplay notifications.

July 2015 –  
May 2016

### *Solo Project - Color Chaos: (Twinstick Shooter)*

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

## SKILLS

- Adept at building cohesive, immersive, and fun levels to help drive and enhance the player experience.
- Efficient in all stages of the level design process.

- Proficient in Unreal Engine and Blueprint Visual Scripting with 10 years of experience.
- Well versed in Rapid Prototyping to prove out gameplay concepts and ideas.
- Effective communicator who can work as both a part of a team and an individual.

## ACCOMPLISHMENTS

- Independently developed and self-published Color Chaos.
- Part of The Legacy Project – an initiative to introduce young students to career prospects in Industry.

- Delivered a university talk on indie game development.

## EDUCATION

September 2013 –  
July 2016

Staffordshire University:

Bachelor Of Science - Computer Gameplay Design And Production: