

Bradley Dawn

Level Designer

Salt Lake City, UT

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bradleycdawn.com

(318) 754-5808

Core Competencies

- Level Design
- Gameplay Design
- Encounter Design
- Agile Development Process
- UI Design
- Scripting
- Video Editing

Software Skills

- Unreal Engine 4
- Unity
- Maya
- Jira, Trello
- Adobe Creative Suite
- Perforce
- C#, C++, Lua

Achievements

- Level Design Club
Co-President
- Teaching Assistant for
Games User Research
and Alternative Game
Development
- College of Engineering
Dean's List: Fall 2014,
Spring 2015, Spring
2016, Fall 2016, Spring
2017, Fall 2017

Experience

Dungeon Design Intern (June 2020–October 2020)

Volt Workforce Solutions–*Intermediary for Activision Blizzard*

- Implement dungeon events using the Lua scripting language and *Diablo 4's* proprietary tools
- Design and implement dungeon layouts based on high-level concepts
- Set up a dungeon tileset for random placement of monsters, chests, and other interactable items

Level Designer & Producer (2018–Present)

University of Utah Master's Game Studio & Undergraduate Projects

Fast Travel (Published Game, Unity, 2019)

- Time trial racing game over 7 months by a team composed of 13
- Worked as a producer, level designer, game designer, UI designer

Island of Rebirth (Unreal, 2020)

- Blocked out and scripted a level inspired by *Star Wars Jedi: Fallen Order*
- Implemented mechanics using Unreal's blueprint system
- Created narrative experience through lore collectables
- Built using an iterative process over the course of a month

The Boo Crew (Unreal, 2019)

- 4-player couch-competitive party game prototype where players race to find keys escape while being pursued by a killer clown
- Worked as the primary level designer
- Developed by a team of 6 over a period of 2.5 weeks

Personal Projects

The Trials of Norgoth (Playable Level, Unreal, 2019)

- Puzzle platformer level utilizing non-linear progression and simple puzzles
- Implemented mechanics and level scripting using blueprints
- An exercise in the use of multiple cameras for showcasing important info

Hephaestus Forge Alpha (Playable Level, Unreal, 2019)

- Stealth puzzle platformer inspired by the challenge tombs from the recent Tomb Raider games
- Implemented gameplay mechanics and level scripting using blueprints
- Created a simple AI using an Unreal state machine

The Weaving Minds (Level Design Document, 2019)

- A level design document for a hypothetical dungeon in *Destiny 2*
- An exercise in long-form level design, paying homage to the first raid from *Destiny*, The Vault of Glass
- Created encounters using the Vex enemy family and new bosses

Education

The University of Utah

Master of Entertainment Arts and Engineering (2021)

Production and Design Emphasis

B.S., Computer Science (2019)

Entertainment Arts and Engineering Emphasis