

Level Designer

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Bromley, Greater London
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Software

- Unreal Engine 4, Unity 5
- Perforce, Git
- Confluence, Jira, Mantis Bug Tracking
- 3DS Max
- Adobe PhotoShop
- Substance Painter 2
- Autodesk Maya
- Microsoft Office

Skills

- Level Design – Using every aspect of the design pipeline
- Scripting – Visual, C#
- Familiar with all stages of the production pipeline
- Substantial 3D modelling and texturing skills
- Experience with documentation and bug tracking systems
- Version control

Education

- BA (Hons) – Game Design and Production Management, Dundee, Abertay University
- FdA – The Art of Games Design, Carlisle, University of Cumbria

GEORGE RANKIN

Professional experience

Splash Damage - Level Design Intern

Unannounced Title, Third-Person PVE Co-Op Shooter

January – July 2018 (In Development)

- Crafted a multi-objective level for First Playable benchmark
- Utilised modular asset kit to further develop multiple combat environments
- Integrated gameplay programmer's tools and AI systems
- Conducted playtests. Feedback was used to refine and optimise the benchmark level
- Maintained/updated relevant documentation, escalated and resolved bugs/issues
- First pass design on the firearms

Sony Interactive Entertainment - Functionality Tester

September – December 2017

- Conducted functional, confirmation, and exploratory testing procedures and documented software defects into the bug tracking system
- Maintained and updated relevant documentation using designated testing tools

Pocket Sized Hands - Level Designer

Honeypot Espionage, VR Multiplayer Stealth Shooter

February – September 2017 (In Development)

- Created a competitive multiplayer map with intergrated lobby, 3D menu, and designed custom deathmatch mode
- Coordinated with artist's asset requirements and pipelines. Assisted programmers with additional scripting
- Hosted at EGX 2017, Imagine Cup 2017 finalist, Transfuzer 2017 finalist, Dare Academy 2017 finalist

Ruffian Games - Level Design and 3D Art Intern

Fragmental, a competitive multiplayer twin-stick shooter

June– August 2016 (Shipped)

- Created 4 multiplayer survival maps and 3 vanity masks
- Utilised the studio's pipeline involving paper prototyping, greyboxing, scripting, balancing, and playtesting

REFERENCES available on request