RACHEL ELLIS
LEVEL DESIGNER

Experience

Blizzard Entertainment

Level Designer | *July 2022 – Present*

- Design open world levels for *Diablo IV* using proprietary level editor and tools
- Create 2D maps and 3D blockouts for towns, strongholds, and other POIs
- Craft wilderness spaces and assess density, composition, and playspace of open world connective tissue
- Support and communicate ideas to multiple teams throughout production; guide content implementation in the open world
- Craft bespoke dungeon tiles that are used in procedurally generated content throughout the game

PlayStation Studios – Santa Monica Studio

Associate Designer | *Aug 2020 – July 2022*

- Authored original collision meshes for 3D level environments and individual environment art assets on *God of War: Ragnarök* using Autodesk Maya
- Enforced game metrics, always placing the utmost importance on gameplay and game feel
- Placed unique traversal and gameplay moments throughout various levels
- Worked closely with fellow level designers, combat designers, encounter designers, environment artists, and producers to accomplish a shared vision
- Assigned visual and sound effects to environmental interactions
- Worked with a level design mentor, covering level design fundamentals and creating original puzzles/environments using the SMS toolset

Schell Games

Game Design Intern| *May 2019 – Aug 2019*

- Contributed to a multi-million-dollar theme park attraction for a popular entertainment company
- Designed a series of PvE and PvP game levels and digital minigames that can be played by audiences of over 100 people of all demographics at any one time
- Rapidly prototyped 3D levels in VR, worked in Unreal Engine and Blueprints to refine prototypes and define user experience
- Wrote internal design documentation as well as thematic sell-sheets for client

Funko Games

Game Design Intern, Content Writer | *June 2018 – Aug 2018, July 2020*

- Developed a variety of interactive tabletop games and created content for a mobile app
- Created multiple prototype iterations for projects, redesigned according to playtesting data
- Worked with high profile licenses (Disney, Black Mirror, Jaws) and well-known publishers (Asmodee, Ravensburger)
- Produced multiple projects and organized meetings and playtests for those projects
- Ran playtests and QA sessions with players in a usability lab
- Conducted market research and outlined target demographics and psychographics

Contact

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Education

Northeastern University
2016 - 2019

Bachelor of Fine Arts
in Game Design

Minor in English

3.93 GPA – Summa Cum Laude

Skills

- Unreal Engine
- Unity
- Autodesk Maya
- Blender
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Python
- Visual scripting

Additional XP

- Buffalo Games Design Intern
  Sept 2019 – Jan 2020
- GDC Conference Associate
  2019
- Game Designer at Playworks
  Jan 2017 – May 2017
- Producer & Designer for a research project at Northeastern University
  Feb. 2017 – Jan. 2020
- Member of IndieCade's Social Media Team
  2020
- Teaching Assistant for "The Business of Games" course at Northeastern