

William

Josephy

willjosephy.com

## Level Designer

### Professional Experience

#### 2015 - Present **Lead Level Designer at Splash Damage**

**Dirty Bomb** a team based competitive FPS for PC, my responsibilities included:

- Leading a team of 3 level designers.
- Team based objective multiplayer level design.
- Defining workflows and pipelines for map creation
- Line manager, scheduling and reviewing for the level designers under me.

**Unannounced Project:**

- Leading a team of 3 level designers to build a large scale world.
- Personal world/level design of 12km<sup>2</sup>.
- Utilising World Machine to generate heightmaps and weightmaps.
- Line manager for the level designers under me.

#### 2014 - 2015 **Senior Level Designer at Cloud Imperium Games**

**Star Citizen** a first person open world game, my responsibilities included:

- Developing 1 major level (which is the VS) from whitebox to gold master, this involves whitebox, initial art pass, scripting, scripted events, markup, optimization, balancing and bug fixing.
- Developing 1 Multiplayer DE map from whitebox to gold master, this involves designing a generic objective gamemode and appropriate resources for a DE map.
- Collaborating with Art to establish modular building sets for different themes.
- Level design liaison with AI design and code team.

#### 2012 - 2014 **Level Designer at Crytek Frankfurt**

**Ryse** a Third Person Melee/Action game as a Launch Title for the Xbox One, my responsibilities included:

- Developing 1 level from concept to gold master, this involved paper layouts, whitebox, initial art pass, scripting, scripted events, markup, optimization, balancing and bug fixing.
- Developing 2 Multiplayer DLC levels from concept to gold master.
- Producing design documentation at all stages.
- Project was completed in 18 months

**Homefront the Revolution** a first person open world game, my responsibilities include:

- Developing 1 level from whitebox to gold master, this involves whitebox, initial art pass, scripting, scripted events, markup, optimization, balancing and bug fixing.

**Hunt: Horrors of the Gilded Age** a third person cooperative game, my responsibilities include:

- Developing level design guidelines and level design gameplay.

#### 2009 - 2012 **Level Designer at Frontier Developments**

**The Outsider** a Third Person Cover Based Stealth/Action game, my responsibilities included:

- Developing 6 levels from concept to alpha this involved documentation, block out, LUA scripting and object placement using in house editors.
- Balancing health, armour and weapons for all AI types and the player.
- Designed and balanced gas, EMP, explosive and distraction mines.
- I also took it upon myself to redesign the Design wiki with the aim of increased usability.

**Kinect Disneyland Adventures** a kid's motion game published on XBOX 360, my responsibilities included:

- Designing 4 levels from concept to gold master, this involved spline based one or two player game play using Unity as an editor.

**Unannounced Project:**

- Designing gameplay for motion based controls
- World design for motion based controls

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### Unannounced AR Project:

- Conceptualising gameplay for AR gaming

### Education

2006-2009

**BSc Computer Science The University of Nottingham**

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### Skills

- Professional single player level design and scripting knowledge
  - Professional multiplayer FPS level and world design for various gamemodes
  - 17 years experience of multi player level design in mods and custom maps
  - Professional experience in optimization and designing within constraints
  - Excellent communication skills within a professional environment
  - Friendly and approachable personality
  - Ability to deliver high quality work within a fixed deadline
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### Software Knowledge

- Engines - Unreal, Cry Engine, Unity, Source, TES Editor
- 2/3D - Photoshop, 3Ds Max, Google Sketchup, Maya
- Bug & Version Control - Perforce, JIRA, Hansoft, Tortoise SVN, TFS