



Jacob Ryan Wheeler

LEVEL & MISSION DESIGNER

contact@jacobryanwheeler.com

SKILLS

- Blockouts / Mod-kits Layouts
- Quest & Mechanic Scripting
- NPC Encounters
- Terrain & Proxy Modeling
- Rapid Prototyping / Iteration
- Team Collaboration
- Documentation

ENGINES

- Unreal 4 & 5
- Unity
- Creation Kit
- Source (Hammer)
- Dying Light Dev Tools (Chrome Engine 6)

TOOLS

- Jira
- 3DS Max
- Photoshop
- Perforce /GitHub
- Excel
- Monday

SCRIPTING

- Blueprints
- Dying Light
- Papyrus
- Input / Output
- C#

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SHIPPED GAMES

LEVEL DESIGNER, Guildhall Team of ~ 30 ~ 7 months Light of Alariya - Single-player 3D Open-World Exploration Unreal 5	May 2022 – Dec 2022
<ul style="list-style-type: none">• Blocked out the Red Sands Cave and implemented combat whitebox; co-designed the layout and combat for the Yellow Sands and Black Sands Puzzle Areas and 3 POIs• Refined the game's characters, story line, objectives, and collectibles on a world-building strike team of 4; modified the terrain and collision volumes in all open world locations• Prototyped 20+ environmental hazards, combat encounters, and puzzle elements using the materials and blueprint system in Unreal 5; optimized asset collision	
LEVEL DESIGNER, Guildhall Team of ~ 60 ~ 3 months Hex Rally Racers - Multiplayer 3D Kart Racer Unreal 4	Feb 2022 – May 2022
<ul style="list-style-type: none">• Co-designed the "Shroom Shire" map; implemented track splines, ramps, props, and collision volumes; modified terrain and collision for gameplay and aesthetics• Scripted and developed functional player traps and weapons with blueprints on a strike team; optimized assets with LOD settings; prototyped sequencer footage	
LEVEL DESIGNER, Lunarfall Team of ~ 70 ~ 9 months Mollie & Mordecai - Single Player 3D Puzzle Adventure Unreal 4	May 2021 – Jan 2022
<ul style="list-style-type: none">• Solely designed and implemented "The Conservatory" and "Mausoleum" levels; co-designed, implemented, and debugged 8+ other levels• Directed 10+ quality assurance interns; documented feedback and developer team tasks; collaborated remotely through Discord, GitHub, ClickUp, and Redmine daily	
LEVEL DESIGNER, Guildhall Team of ~ 40 ~ 3 months Snowpainters - Multiplayer 3D Kart Racer Unreal 4	Feb 2021 – Apr 2021
<ul style="list-style-type: none">• Designed and implemented the vertical slice on a strike team of 4; led a research group of 4 to identify and document risks and mitigations of a procedural tool• Created terrain and 100s of collision volumes as a team specialist for the larger project; used terrain tools, collision volumes, and blueprints to solve gameplay problems creatively• Heavily collaborated with the art and software development teams; reported to leads and used Agile methodologies alongside Jira and Monday	

OTHER GAMES EXPERIENCE

2020 – 2023

INSTRUCTOR, Dallas College Interactive Simulation & Game Technology Aug 2023 – Present
Intro to Game Design & Development – An introduction to the game development industry and the fundamentals of game development tools and processes
Design & Creation of Games – A study of the design of games, various design careers in the industry, and the tools and processes designers use
Group Project (2 Sections) – Students learn project management tools, form a project team, and produce a game project on a milestone schedule with stakeholder accountability
LEVEL & MISSION DESIGNER, Personal Projects ~ 3 months each
"Grim Repo" - Single Player <i>Dying Light</i> Dying Light Dev. Tools
"Manny's Best Friend" - Single Player <i>Fallout 4</i> Creation Kit
"Another Day, Another Dollar" - Single Player <i>Dying Light</i> Dying Light Dev. Tools
"Racket Brawl" - Single Player <i>Fallout 4</i> Creation Kit
"Aperture Sciences – Plano" - Single Player <i>Half-Life 2</i> Source (Hammer)
LEAD LEVEL DESIGNER, Richland Gaming Team of ~ 40 3 months
<i>Project Eclipse</i> , - Single Player First Person Sci-Fi Horror Unreal 4
FREELANCE LEVEL DESIGNER, Meddling Kids 1.5 months
<i>TrickShot</i> , - Multiplayer 3PS Extreme Sports Shooter Unreal 4
MULTIPLAYER LEVEL DESIGNER, Personal Project 2 months
"Arachna Towers" - Multiplayer <i>Unreal Tournament</i> Unreal Tournament Editor

EDUCATION

Professional Certificate	Digital Game Development <i>The Guildhall @ Southern Methodist University</i>
Master of Science	Higher Education Administration <i>New England College</i>