

# Jacob Ryan Wheeler

LEVEL DESIGNER  
WORLD BUILDER

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## SKILLS

### LEVEL DESIGN

- Single-player Design
- Multiplayer Design
- Documentation
- Blockouts
- Prop Placement
- NPC Encounters
- Terrain
- Proxy Modeling

### ENGINES

- Unreal
- Unity
- Creation Kit
- Hammer

### TOOLS

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

### SCRIPTING

- Blueprints
- Sublime Text
- Hammer Logic
- Papyrus

## EDUCATION

<b>Master of Interactive Technology (WIP)</b>	<b>Digital Game Development, Level Design Track</b> <i>The Guildhall; Southern Methodist University</i>	May 2023
<b>Master of Science</b>	<b>Higher Education Administration</b> <i>New England College</i>	July 2017
<b>Bachelor of Arts</b>	<b>College Student Development, Diversity, &amp; Wellness</b> <i>Metropolitan State University</i>	May 2016

## DESIGN EXPERIENCE

<b>LEVEL DESIGNER, <i>The Guildhall @ Southern Methodist University</i></b>	Feb 2022 –
<a href="#"><i>Hex Rally Racers</i></a> (Shipped)   3D Kart Racer   Team of ≈ 60   Unreal 4.27	May 2022

- Co-designed the “Shroom Shire” map; implemented track splines, ramps, props, and blocking volumes into map; modified terrain for gameplay and aesthetics
- Developed functional proxy pickups with blueprints on a multidisciplinary strike team
- Collaborated with the quality assurance team to find and investigate bugs, suggest game improvements, and optimize the game

<b>LEVEL DESIGNER &amp; QUALITY ASSURANCE LEAD, <i>Lunar Fall Games</i></b>	May 2021 –
<a href="#"><i>Mysterious Misadventures of Mollie &amp; Mordecai</i></a> (Expected to ship June 2022)	Jan 2022
3D Puzzle Adventure   Team of ≈ 70   Unreal 4.26   Unreal 4.26	

- Solely designed & implemented “The Conservatory” & “Mausoleum” levels; co-designed and implemented 3 other levels; set dressed 8+ levels in total
- Collaborated remotely through Discord, GitHub, ClickUp, & Redmine daily
- Directed 10+ quality assurance interns

<b>LEVEL DESIGNER, <i>Meddling Kids</i></b>	Aug 2021 –
<a href="#"><i>TrickShot</i></a> (Expected to ship 2023)	Sep 2021
3D Extreme Sports Shooter   Freelance   Unreal 4.26	

- Developing sketches, blockouts, & a gameplay-complete, multiplayer level map in Unreal
- Deliberating on project needs through Discord

<b>LEVEL DESIGNER, <i>The Guildhall @ Southern Methodist University</i></b>	Feb 2021 –
<a href="#"><i>Snow Painters</i></a> (Shipped)   3D Kart Racer   Team of ≈ 40   Unreal 4.26	Apr 2021

- Served as a terrain specialist for the larger project; used terrain, collision volumes, & blueprints to solve gameplay issues creatively; communicated with team through Slack
- Heavily collaborated with the art & software development teams; used Agile methodology alongside Jira & Monday
- Placed on a strike team of 4 to design & implement the first vertical slice level for the game (spline tool, proxy bsp, terrain tool, lighting, & proxy assets)
- Led a research group of 4 to identify risks of incorporating spline tracks into the game

<b>LEAD DESIGNER, <i>The Guildhall @ Southern Methodist University</i></b>	Sep 2020 –
<a href="#"><i>Berry Glider</i></a>   2D Platformer   Team of 5   Unity	Nov 2020

- Designed & implemented level 2 (top downs, tile-mapping, prefab placement)
- Co-designed level 1 & the opening cinematic scene (top downs, storyboarding)
- Accountable as lead level & sound designer on a team of 5 using Agile methodologies (researched, acquired, org3anized, credited, & implemented 25+ sound assets)
- Utilized Kanban boards, Zoom, Slack, & Google applications for team communications, game design planning, & pitch documentation

<b>LEAD LEVEL DESIGNER, <i>Richland College</i></b>	Jan 2020 –
<a href="#"><i>Project Eclipse</i></a>   3D Adventure   Team of ≈ 40   Unreal 4.24	May 2020

- Designed & implemented level 1 (top downs, blockout, mesh placement, light blueprinting, lighting, & audio implementation)
- Refined remaining levels (lighting, objective tweaks, conveyance elements, playtesting); assigned team members tasks
- Edited and co-managed the game design document in Google Docs

## OTHER PROFESSIONAL EXPERIENCE

2000 – 2018

**ACADEMIC ADVISOR, *Texas A&M University-Commerce***

**COMMUNITY DIRECTOR, *Plymouth State University***

**HALL DIRECTOR, *New England College***