



Jacob Ryan Wheeler

LEVEL DESIGNER

jacobryanwheeler@yahoo.com

SKILLS

LEVEL DESIGN

- Single-player Design
- Multiplayer Design
- Documentation
- Blockouts / Iteration
- Conveyance
- NPC Encounters
- Terrain
- Proxy Modeling
- Rapid Prototyping

ENGINES

- Unreal 4 & 5
- Unity
- Creation Kit
- Hammer/Source
- Dying Light Developer Tools

TOOLS

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

SCRIPTING

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

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SHIPPED GAMES

LEVEL DESIGNER, *The Guildhall @ Southern Methodist University*

May 2022 –

[Light of Alariya](#)

Dec 2022

Single-player, 3D Open-World Exploration | Team of ≈ 30 | Unreal 5

- Prototyped 20+ environmental hazards, combat encounters, and puzzle elements using the materials and blueprint system in Unreal 5
- Blocked out the original Red Sands Cave; co-designed the Yellow Sands Puzzle using Miro; took ownership of implementing the swing pit area of the Yellow Sands Puzzle
- Served on a world-building strike team of 4 to refine the game's characters, story line, objectives, and collectibles
- Heavily modified the terrain and blocking volumes in all named world locations and around the edges of the map for quality and aesthetics; participated heavily in quality assurance efforts using Jira and Monday

LEVEL DESIGNER, *The Guildhall @ Southern Methodist University*

Feb 2022 –

[Hex Rally Racers](#)

May 2022

Multiplayer 3D Kart Racer | Team of ≈ 60 | Unreal 4

- Co-designed the "Shroom Shire" map; implemented track splines, ramps, props, and blocking volumes into map; modified terrain for gameplay and aesthetics
- Scripted and developed functional proxy pickups with blueprints on a strike team
- Collaborated with the quality assurance team to ensure proper flow, pacing, and fun, and to investigate bugs, suggest game improvements, and optimize the game

LEVEL DESIGNER, *Lunar Fall Games*

May 2021 –

[Mysterious Misadventures of Mollie & Mordecai](#)

Jan 2022

Single Player | 3D Puzzle Adventure | Team of ≈ 70 | Unreal 4.26 | Unreal 4

- Solely designed and implemented "The Conservatory" and "Mausoleum" levels; co-designed and implemented 3 other levels; set dressed 8+ levels in total
- Collaborated remotely through Discord, GitHub, ClickUp, and Redmine daily
- Directed 10+ quality assurance interns; documented feedback and developer team tasks

LEVEL DESIGNER, *The Guildhall @ Southern Methodist University*

Feb 2021 –

[Snow Painters](#)

Apr 2021

Multiplayer 3D Kart Racer | Team of ≈ 40 | Unreal 4

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

OTHER DESIGN EXPERIENCE

LEVEL DESIGNER, *Meddling Kids*

Aug 2021 –

[TrickShot](#) (Expected to ship 2023)

Sep 2021

Multiplayer 3D Extreme Sports Shooter | Freelance | Unreal 4

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

OTHER PROFESSIONAL EXPERIENCE

2000 – 2018

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

COMMUNITY DIRECTOR, *Plymouth State University*

HALL DIRECTOR, *New England College*

EDUCATION

Professional Certificate (WIP)

Digital Game Development, Level Design Track
The Guildhall; Southern Methodist University

May 2023

Master of Science

Higher Education Administration
New England College

July 2017