



# Jacob Ryan Wheeler

LEVEL DESIGNER

<https://www.linkedin.com/in/jacobryanwheeler>

## 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

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

## SCRIPTING

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

## SHIPPED GAMES

**LEVEL DESIGNER, Guildhall @ SMU | Team of ≈ 30** May 2022 – Dec 2022  
[Light of Alariya](#) - Single-player | 3D Open-World Exploration | Unreal 5

- Blocked out the Red Sands Cave and implemented combat for 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 @ SMU | Team of ≈ 60** Feb 2022 – May 2022  
[Hex Rally Racers](#) - Multiplayer | 3D Kart Racer | Unreal 4

- 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 Games | Team of ≈ 70** May 2021 – Jan 2022  
[Mollie & Mordecai](#) - Single Player | 3D Puzzle Adventure | Unreal 4

- 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 @ SMU | Team of ≈ 40** Feb 2021 – Apr 2021  
[Snowpainters](#) - Multiplayer | 3D Kart Racer | Unreal 4

- 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
- Served as a terrain and collision 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 DESIGN EXPERIENCE

2020 – 2023

**LEVEL DESIGNER, Team Projects**

**TrickShot, Meddling Kids** - Multiplayer | 3PS Extreme Sports Shooter | Unreal 4  
**Berry Glider, Guildhall @ SMU** - Single Player | 2D Vertical Platformer | Unity  
**(Lead) Project Eclipse, Richland Gaming** - Single Player | First Person Sci-Fi Horror | Unreal 4

**LEVEL DESIGNER, Personal Projects**

**"Grim Repo"** - Single Player | *Dying Light* | Dying Light Developer Tools  
**"Manny's Best Friend"** - Single Player | *Fallout 4* | Creation Kit  
**"Another Day, Another Dollar"** - Single Player | *Dying Light* | Dying Light Developer Tools  
**"Arachna Towers"** - Multiplayer | *Unreal Tournament* | Unreal Tournament Editor  
**"Racket Brawl"** - Single Player | *Fallout 4* | Creation Kit  
**"Aperture Sciences – Plano"** - Single Player | *Half-Life 2* Source (Hammer)

## OTHER PROFESSIONAL EXPERIENCE

2000 – 2020

**ACADEMIC ADVISOR, Texas A&M University-Commerce**  
**COMMUNITY DIRECTOR, Plymouth State University**  
**HALL DIRECTOR, New England College**

## EDUCATION

<b>Professional Certificate</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