



# Jacob Ryan Wheeler

## TECHNICAL LEVEL & QUEST DESIGNER

### 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

**TECHNICAL LEVEL DESIGNER**, *Guildhall* | Team of  $\approx 30$  |  $\approx 7$  months May 2022 –  
[Light of Alariya](#) - Single-player | 3D Open-World Exploration | Unreal 5 Dec 2022

- 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

**TECHNICAL LEVEL DESIGNER**, *Guildhall* | Team of  $\approx 60$  |  $\approx 3$  months Feb 2022 –  
[Hex Rally Racers](#) - Multiplayer | 3D Kart Racer | Unreal 4 May 2022

- 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  $\approx 70$  |  $\approx 9$  months May 2021 –  
[Mollie & Mordecai](#) - Single Player | 3D Puzzle Adventure | Unreal 4 Jan 2022

- 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  $\approx 40$  |  $\approx 3$  months Feb 2021 –  
[Snowpainters](#) - Multiplayer | 3D Kart Racer | Unreal 4 Apr 2021

- 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 & QUEST DESIGNER**, Personal Projects |  $\approx 3$  months each

"**Grim Repo**" - Single Player | *Dying Light* | Dying Light Dev. Tools

"**Manny's Best Friend**" - Single Player | *Fallout 4* | Creation Kit

"**Another Day, Another Dollar**" - Single Player | *Dying Light* | Dying Light Dev. Tools

"**Racket Brawl**" - Single Player | *Fallout 4* | Creation Kit

"**Aperture Sciences – Plano**" - Single Player | *Half-Life 2* Source (Hammer)

**LEAD LEVEL DESIGNER**, *Richland Gaming* | Team of  $\approx 40$  | 3 months

**Project Eclipse**, - Single Player | First Person Sci-Fi Horror | Unreal 4

**FREELANCE LEVEL DESIGNER**, *Meddling Kids* | 1.5 months

**TrickShot**, - Multiplayer | 3PS Extreme Sports Shooter | Unreal 4

**MULTIPLAYER LEVEL DESIGNER**, Personal Project | 2 months

"**Arachna Towers**" - Multiplayer | *Unreal Tournament* | Unreal Tournament Editor

## EDUCATION

**Professional Certificate**

**Digital Game Development**

*The Guildhall @ Southern Methodist University*

**Master of Science**

**Higher Education Administration**

*New England College*