



Jacob Wheeler

LEVEL & WORLD DESIGNER

jacobryanwheeler.com

[LinkedIn.com/in/jacobryanwheeler](https://www.linkedin.com/in/jacobryanwheeler)

SKILLS

- Blockout / Level Layout
- Gameplay & Mission Scripting
- Environmental Storytelling
- Rapid Prototyping / Iteration
- Documentation
- Communication / Collaboration

ENGINES & EDITORS

- Unreal
- Unity
- Creation Kit
- Source (Hammer)
- Chrome Engine (DLDT)

SCRIPTING

- Unreal Blueprints
- Text-Based Map Editors / C#
- Input / Output

TOOLS

- Jira / Monday.com/ ClickUp
- 3DS Max
- Photoshop
- Perforce / GitHub
- Excel / Google Sheets

PASSIONS

- Playing drums and video games
- Travel, nature, and photography

EDUCATION

- **Professional Graduate Certificate**
Digital Game Development
(40 Credit Hours)
The Guildhall @ Southern Methodist University
- **Master of Science**
Higher Education Administration
New England College

SHIPPED GAMES

WORLD DESIGNER, *Guildhall (Southern Methodist University student)* | Team of 30 2022

[Light of Alariya](#) - Single-player | 3D Open-World Exploration | Unreal 5 | 7 mos

- Blocked out the Red Sands Cave and whiteboxed combat in Unreal 5; co-designed and built the layout, puzzles, and combat for 3 POIS and the Yellow and Black Sands puzzle areas
- Refined the game's original characters, story line, objectives, and 3 types of collectibles on a world-building strike-team of 4 in Miro; enhanced gameplay and conveyance by modifying terrain and collision in all open-world locations using Unreal's terrain and asset-editing tools
- Prototyped 20+ environmental hazards, combat encounters, and puzzle elements using the materials and blueprint system in Unreal 5; optimized asset collision

LEVEL DESIGNER, *Guildhall (Southern Methodist University student)* | Team of 60 2022

[Hex Rally Racers](#) - Multiplayer | 3D Kart Racer | Unreal 4 | 3 mos

- Co-designed the "Shroom Shire" map; implemented track splines, ramps, props, and collision volumes in Unreal 4; modified terrain and collision for better gameplay and aesthetics
- Scripted and developed functional player traps and weapons with Unreal 4 blueprints on a strike-team; optimized 10+ assets in Unreal's LOD settings; prototyped sequencer footage

LEVEL DESIGNER & QUALITY ASSURANCE LEAD, *Lunarfall (Indie)* | Team of 70 2021

[Mollie & Mordecai](#) - Single Player | 3D Puzzle Adventure | Unreal 4 | 9 mos

- Solely designed and implemented "The Conservatory" and "Mausoleum" levels in Unreal 4; co-designed, implemented, set-dressed, and debugged 8+ other levels / world areas
- Directed 10+ quality assurance interns; documented feedback and developer tasks in ClickUp and Redmine; collaborated daily with the entire team through Discord, GitHub, and ClickUp

LEVEL DESIGNER, *Guildhall (Southern Methodist University student)* | Team of 40 2021

[Snowpainters](#) - Multiplayer | 3D Kart Racer | Unreal 4 | 3 mos

- Designed and implemented the vertical slice map on a strike-team of 4 in Unreal 4; led a research group of 4 to identify and document risks and mitigations of a new procedural tool
- Created terrain and 100s of collision volumes as a team specialist for the larger project; used terrain tools, collision, and blueprints to solve gameplay problems creatively with leads
- Heavily collaborated with the art and software development teams daily; reported to 4 separate leads and used spiral and Agile methodologies alongside Jira and Monday.com

OTHER GAMES EXPERIENCE

INSTRUCTOR, *Dallas College* | Interactive Simulation & Game Technology 2023

- Taught students (4 classes) how to use Unreal 5 (blockouts, terrain tools, asset placement, blueprints, debugging, audio implementation, and character retargeting), as well as, how to problem-solve through information-sourcing, research, playtesting, and iteration
- Produced 2 game projects using Unreal 4 while training 25 students how to simultaneously work on a successful game project together through peer file-sharing with GitHub, team communication standards, pipelines, peer evaluations, and RACI charts, and tools such as Miro, ClickUp, Google Suite, and Microsoft Teams
- Introduced students to game development careers, game and level design best practices, and project management methods (scrum, kanban, milestones, leads, pipelines, etc.)

LEVEL & QUEST DESIGNER, *Personal Projects* | 2 - 3 mos each 2020 -2023

- Planned and developed a capture the flag map in Unreal 4 as a freelancer for [Trickshot](#), a multiplayer, third-person extreme sports shooter developed by Meddling Kids (Indie)
- [Modded](#) 10+ level maps and quests for AAA titles such as *Dying Light*, *Half-Life 2*, *Portal 2*, and *Fallout 4* in map editors such as the Dying Light Dev. Tools, Creation Kit, and Source
- Implemented and iterated on 4 multiplayer maps in the Unreal Tournament Editor

LEAD LEVEL DESIGNER, *Richland (Dallas College student)* | Team of ≈ 40 | 4 mos 2020

- Led a group of 6+ level designers, alongside other team leads, to develop a multi-level, first-person, sci-fi game project in Unreal 4; collaborated through Discord, GitHub, and Trello