



Jacob Ryan Wheeler

LEVEL DESIGNER &
MISSION SCRIPTER

903.806.0521

jacobryanwheeler@yahoo.com

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
- Hammer (Source)
- Dying Light Developer Tools

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 world's terrain and blocking volumes in all 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 blocking 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, Lunar Fall 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 and implemented 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
- Served as a terrain and collision specialist for the larger project; used terrain tools, collision volumes, and blueprints to solve gameplay issues creatively
- Heavily collaborated with the art and software development teams; reported to leads and used Agile methodology alongside Jira and Monday; led a research group of 4 to identify and document risks and mitigations

OTHER DESIGN EXPERIENCE

2020 – 2023

LEVEL DESIGNER, Team Projects

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

LEVEL DESIGNER & MISSION SCRIPTER, Personal Projects

"Grim Repo" - Single Player | Dying Light Mod | Dying Light Developer Tools
"Manny's Best Friend" - Single Player | Fallout 4 Mod | Creation Kit
"Another Day, Another Dollar" - Single Player | Dying Light Mod | Dying Light Developer Tools
"Arachna Towers" - Multiplayer | FPS Deathmatch Map | Unreal Tournament
"Racket Brawl" - Single Player | Fallout 4 Mod | Creation Kit
"Aperture Sciences – Plano" - Single Player | Half-Life 2 Mod | 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

Professional Certificate	Digital Game Development, Level Design Track <i>The Guildhall; Southern Methodist University</i>	May 2023
Master of Science	Higher Education Administration <i>New England College</i>	July 2017