



# Jacob Ryan Wheeler

LEVEL DESIGNER

WORLD BUILDER

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## SKILLS

### LEVEL DESIGN

- Single-player Design
- Multiplayer Design
- Documentation
- Blockouts
- Prop Placement
- NPC Encounters
- Terrain
- Proxy Modeling

### ENGINES

- Unreal
- Unity
- Creation Kit
- Hammer

### TOOLS

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

### SCRIPTING

- Blueprints
- Sublime Text
- Hammer Logic
- Papyrus

## SHIPPED GAMES

LEVEL DESIGNER, *The Guildhall @ Southern Methodist University*

Feb 2022 –

[Hex Rally Racers](#)

May 2022

3D Kart Racer | Team of ≈ 60 | Unreal 4.27

- 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, *Lunarfall Games*

May 2021 –

[Mysterious Misadventures of Mollie & Mordecai](#)

Jan 2022

3D Action Adventure | Team of ≈ 70 | Unreal 4.26

- Solely designed & implemented “The Conservatory” & “Mausoleum” levels; co-designed and implemented 3 other levels; set dressed 8+ levels in total
- Collaborated remotely through Discord, GitHub, ClickUp, & 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

3D Kart Racer | Team of ≈ 40 | Unreal 4.26

- Placed on a strike team of 4 to design & implement the first vertical slice level for the game (spline tool, proxy bsp, terrain tool, lighting, & proxy assets)
- Served as a terrain specialist for the larger project; used terrain, collision volumes, & blueprints to solve gameplay issues creatively; communicated with team through Slack
- Heavily collaborated with the art & software development teams; used Agile methodology alongside Jira & 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

3D Extreme Sports Shooter | Freelance | Unreal 4.26

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

LEAD DESIGNER, *The Guildhall @ Southern Methodist University*

Sep 2020 –

[Berry Glider](#)

Nov 2020

2D Platformer | Team of 5 | Unity

- Designed & implemented level 2 (top downs, tile-mapping, prefab placement)
- Co-designed level 1 & the opening cinematic scene (documentation, storyboarding)
- Accountable as lead level & sound designer on a team of 5 using Agile methodologies (researched, acquired, organized, credited, & implemented 25+ sound assets)
- Utilized Kanban boards, Zoom, Slack, & Google applications for team communications, game design planning, & pitch documentation

## OTHER PROFESSIONAL EXPERIENCE

2000 – 2018

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

COMMUNITY DIRECTOR, *Plymouth State University*

HALL DIRECTOR, *New England College*

## EDUCATION

Master of Interactive Technology (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

Bachelor of Arts

Development, Diversity, & Wellness  
*Metropolitan State University*

May 2016