CJ SHARKEY

LEVEL DESIGNER

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SKILLS

- Level Design
- Game Documentation
- Visual Scripting
- Unreal Engine
- Source 2
- Photoshop
- Confluence
- Jira
- Unity 3D Scripting
- Narrative Design
- Blender
- Game Design

WORK EXPERIENCE

Level Designer - RubyShark Games - Mantra (PC)   Aug 2024 - Present
- Doing technical level design tasks such as in-editor scripting, creating level design prototype blueprints in Unreal Engine 5, and trigger event scripting.
- Redesigning blockouts that were made about 3 or 4 years ago by past Level Designers for more engaging combat & gameplay spaces.
- Using HacknPlan to complete & manage tasks made by the Level Design Producer, Megan Kennedy.
- Every week, I meet with the Level Design Team to oversee progress within each level and offer each other feedback. We review any blockers and questions and how different teams are doing.

Junior Level Designer - Alderon Games - Path of Titans & Unannounced AAA Project   Aug 2023 - May 2024
- Creating and designing multiple points of interest within an open-world environment for both FPS & TPS games
- With feedback from the entire level design team, I designed multiple top-down 2D prototypes in Photoshop to plan out my gray box blockouts before starting production in the engine.
- After I was done planning my levels in Photoshop, I went into the engine and designed the interior & exterior with 3D Greybox blockout meshes inside Unreal Engine 5.
- During the Level Design Documentation phase, I delved into deep detail and explanation, covering flow, pacing, quest objectives, the narrative, and the loot tier and theme around multiple POIs that I was tasked with designing.
- With collaboration and feedback from the Environment Artists & Tech Art team, I created unique landscapes, terrain edits, landscape pathing, blending, and cliff rock blending for Path of Titans.
- When doing World Design for Path of Titans, I was tasked with considering quests, narrative, and the resources players had for drinking water, getting food, and PvP areas.
- I worked with the Tech Art Team & Environment Artists to update the currently live game content on Path of Titans

Associate Level Designer - Skymap Games - Unannounced AAA Project   Feb. 2023 - Jul. 2023
- Working with the Design Director, I collaborated to create Skymap's official Level Design Pipeline.
- I was tasked with pre-production Level Design Documentation for our client before going in the engine and grayboxing our POI locations.
- When our client needed set dressing in their game, I volunteered and went right to work creating the 2D top-down prototype of the interior for the flow, sight lines, pacing, narrative, and aesthetic.
- Working with the client's Engineering Team, I got to learn how to use their in-engine lighting system to design interactive switches that were usable and could be taken advantage of by the players in the game.

Technical Level Designer - Stray Bombay - The Anacrusis (PC & Xbox)   Aug. 2022 - Oct. 2022
- After the art was implemented for Episode 4, I located and fixed any 3D art assets with collision and navigation issues.
- I had to implement a ton of Unreal Engine Navigation Volumes throughout Episode 4 to ensure that the enemy AI would work in the environment for Episode 4
- With the prop & environment art implemented by the Environment Artists for Episode 4, I was then tasked to encounter design for the Circling Elevator, The Blast Door, and The Engine Room encounters in Episode 4
- Working with Audio Director Nigel Wilson, taught each other how to implement in-game audio events and adjust their volume, radius, and when the sounds would play.
- Every week, I would meet with the entire team at Stray Bombay to conduct and often lead playtests for Episode 4. These sessions were instrumental in gathering feedback on the Episode's difficulty and improving its Quality.

Level Design Internship - Stray Bombay - The Anacrusis (PC & Xbox)   Jan. 2021 - Aug. 2022
- As a fan of Chet Faliszek's work at Valve on Left 4 Dead, I contacted his studio about getting an internship for college.
- Two years after I emailed Chet, I was given the first version of the Mod Development Kit for The Anacrusis, which I used to create one of the first custom campaigns.
- I was tasked with designing multiple levels to create an entire Campaign for players on Xbox & PC to experience
- One of the fun things I got to do during my internship was working with the developer team at Stray Bombay to offer critical feedback on making the modding tools accessible and showcasing the possibilities of future content for The Anacrusis.

EDUCATION

Bachelors of Fine Arts in Game Design - Clark University - May 2022
CG Master Academy - Level Design For Games