Carleton Sharkey Jr. | Level Designer

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Skills

Key Strengths: Level Design, Game Design, Game Documentation, Narrative Design, Visual Scripting
Developer Tools: Unreal Engine, Unity, Source Engine, Blender, Confluence, Jira, Adobe Suite

Work Experience

Skymap Games | Contract Level Designer   January 2025 - Present
- Level Design & Level Art for a tactical FPS VR Shooter
- Working with Game Development Clients in creating multiple levels & demos for a tech demo.
- Working as a team of 4 (CEO Neal Laurenza, Senior Programmer Chad Stewart, Lead Producer Masao Kobayashi) to grab the interest of the current client to further project relations with Skymap.
- Grayboxing, Set Dressing, Level Art Optimization, Lighting, Rendering, VR Optimization

RubyShark Games | Level Designer   August 2024 - January 2025
- Technical level design tasks including: in-editor scripting, level design prototypes via Unreal Engine 5, and trigger event scripting.
- Provided crucial updates to outdated blockouts for more engaging combat & gameplay space.
- Utilized HacknPlan to complete & manage tasks brought forth by the Level Design Producer, Megan Kennedy.
- Provided and received crucial team feedback from Level Design peers in order to oversee progress, review any roadblocks, and achieve solutions as a group.

Alderon Games | Junior Level Designer   August 2023 - May 2024
- Created and designed multiple POIs within an open-world environment for FPS & TPS games.
- Designed multiple top-down 2D Prototypes in Photoshops for graybox blockout planning.
- Created interior & exterior 3D graybox blockout meshes using Unreal Engine 5.
- Provided deeply detailed explanations during Design Documentation covering flow, pace, quest objectives, narratives, loot tiers, and POI themes.
- Created unique landscapes, terrain edits, pathing, blending and cliff terrain for Path of Titans.
- World Design for Path of Titans, including tasks such as quests, narratives, survival resource placement, PvP zones, and more.
- Worked with the Tech Art Team & Environment Artists to update live game content on Path of Titans.

Skymap Games | Contract Associate Level Designer   February 2023 - July 2023
- Collaborated with the Design Director to create Skymap's official Level Design Pipeline.
- Pre-Production Level Design Documentation for presentation to the client prior to utilizing Unreal Engine or Grayboxing POI locations.
- Set Dressing & top-down 2D Prototype showing the flow, sight lines, pacing, narrative, and aesthetic.
- Worked in unison with Engineering Team to learn their in-engine lighting system, Utilized their tools to create interactive switches in-game that could be used by players.

Stray Bombay | Technical Level Designer & Intern   January 2021 - October 2022
- Located and fixed any 3D Art Assets with collision and navigation issues following implementation.
- Installed numerous Unreal Engine Navigation Volumes throughout Episode 4 to ensure enemy AI was functional.
- Encounter Design for the Circle Elevator, Blast Door, and Engine Room in Episode 4
- Worked with Audio Director Nigel Wilson to implement in-game audio events with variable volumes, radius, and timings.
- Conducted & lead numerous weekly playtests involving the Stray Bombay team for Episode 4 to proctor crucial feedback that would later improve the quality of the episode's gameplay.
- Prior to being hired, I worked as a Level Design intern under Chet, owner of Stray Bombay. I was given the first version of the Mod Development Kit for The Anacrusis and tasked with creating one of the first custom campaigns.
- During my internship, I worked directly with the Development Team to offer critical feedback on their modding tools and helped showcase the possibilities the kit brings to the future of custom content for The Anacrusis.

Projects

Skymap Tech Demo (Oculus VR, SteamVR) - Unreal Engine 5
Mantra (PC) - Unreal Engine 5
Path of Titans (PC, Android/iOS, PlayStation, Xbox) - Unreal Engine 5
Unannounced AAA Project (PC) - Unreal Engine 5
The Anacrusis (PC & Xbox, Steam) - Unreal Engine 4

Education

Bachelor of Fine Arts in Game Design | Clark University May 2022
CG Master Academy - Level Design for Games