**Andrew W. Fay**

## Game Level Designer

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www.afgamedes.com

# **Skills Summary**

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| --- | --- | --- |
| * Jira/Confluence * Python * Microsoft Word * Adobe Photoshop | * Unity Engine * C++ * Microsoft Excel * Adobe Premiere Pro | * Unreal Engine 5 * C# * Microsoft Powerpoint * Google Suite |

# **Education**

## Champlain College

*BS in Game Design* Graduated in May 2024

# **Project Experience**

## Level Designer

*Molementum through Champlain College* January to May 2024

* Led the creation of one game map by building & testing graybox layouts in Unity so that players would have a level that encourages gameplay as intended.
* Participated in scrum & agile development to iterate on map design based on team lead’s creative direction and ongoing feedback from fellow level designers & outside testers.
* Communicated with & gave feedback to artists regarding my map to plan final aesthetics.
* Was onboarded onto team after previous project was dissolved during greenlight process.

## Lead Level Designer

*Project: Paint through Champlain College* August to November 2024

* Created the game’s pre-production level by sketching, building, & testing graybox layouts in Unity to produce a level that met our gameplay, visual, and narrative goals.
* Researched existing games matching our subgenre to gain necessary information on level structures.
* Participated in scrum & agile development to iterate on level design based on ongoing teammate feedback.
* Communicated with & gave feedback to artists & fellow designers to plan final aesthetics & story structure.

# **Work Experience**

## McDonalds of Hudson, NH

June 2022-Present

* Provided efficient and friendly – beyond what was required of me – customer service.
* Worked diligently and effectively under sudden pressure.
* Actively undergoing training to be a crew trainer.

# **References**

*Prof. John Boyd* [jboyd@champlain.edu](mailto:jboyd@champlain.edu) Instructor for Level Design & Game Systems