ABOUT ME

My design experience has given me the opportunity to develop a variety of design skills: level design, level flow, IPM, mechanic design, UI design, systems design, and a variety of other areas. I thrive in a fast-paced environment and am able to handle multiple projects simultaneously while delivering high-quality work within tight deadlines.

MY SKILLS & CERTIFICATIONS

Unreal Engine
Utilize tools to implement mechanics and designs

Level Design
Using design theories to maximize player agency and immersion

Unreal: Blueprints
Proficiency in visual scripting to implement mechanics and designs

Unreal Engine: Lighting
Illuminating scenes using various light sources and volumes

PROJECT EXPERIENCE

Level Designer, Minotaur's Might (July 2023-July 2023)

— Design/implement enticing and interesting level mechanics and using an IPM method to teach players mechanics.
— Mastering the level design process from 2D to 3D implementation.
— Creating visual and audio feedback for mechanics to give players appropriate feedback.
— Setting up enemy AI, main objective quest, 3+ optional objectives, and NPC interactions within the level.

Game Designer, Defense Against the Horde (May 2023 - May 2023)

— Designing in-game weapon mechanics such as fire rate, reloading, weapon selection, weapon swapping, weapon firing, audio/visual feedback, and various others.
— Collaborating with various designers to create game mechanics, level designs, player feedback, and UI elements.
— Creating animation blueprints and setting up animations for Zombie AI.
— Optimizing and troubleshooting various issues to improve game flow, FPS, asset optimization, and gameplay errors.

Level Designer, Red Leg's Hidden Map (March 2023)

— Designing intriguing level mechanics that allow deeper gameplay and player agency.
— Implementing mechanics through Unreal Engines blueprints and playtesting to ensure usability.
— Mastering the level design process from 2D to 3D implementation.
— Teaching players mechanics by using an IPM model.

CALEB WHARTON

GAME DESIGNER

CONTACT

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EDUCATION

2021 - 2024
Bachelor of Science
Game Design
Full Sail University

SPECIALITY

Level Design

Game Design