

ABOUT ME

Experienced and versatile game designer with a strong foundation in level design, level flow, IPM, scripting, and problem-solving. Proficient in Unreal Engine and various industry-standard tools, adept at thriving in agile studio environments. Skilled at collaborating across teams to deliver high-quality work within strict deadlines. Passionate about crafting immersive experiences and contributing to narrative-driven game development.

MY SKILLS & CERTIFICATIONS

Level Flow (IPM)

Design spreadsheets to adjust mechanic tutorialization and level flow

Level/Asset Optimization

Utilize debug tools to discover bottlenecks, improve level design, and optimize assets.

Rapid Level Blockouts

Utilize design tools/game design principles to implement greybox blockouts of 2D level designs

Level Planning

Design 2D maps, level flow chart, and design documentation to communicate my level design

PROJECT EXPERIENCE

Lead Level Designer, Calcium Overdrive (08/2023-12/2023)

- Design 7 levels and mechanics that adhere to the games core pillars.
- Establish IPM charts and teach the player mechanics using an IPM method.
- Rapidly iterate on level designs in response to playtest feedback.
- Design 2D maps, flow charts, and documentation to communicate vision with other designers.
- Optimize assets and levels to ensure proper performance and level stability.
- Lead a small team of designers in implementation and maintenance of level flow and player guidance through various shipped levels.
- Rapidly design greybox levels to prototype mechanics and level structure with 2-3 days.
- Collaborate with the Environmental Art team to bring the creative vision to life.

Level Designer, Minotaur's Might (07/2023)

- Design enticing level mechanics.
- Establish and utilize IPM method to teach the player mechanics.
- Master the level design process from 2D to 3D implementation.
- Implement player feedback for mechanics (SFX, VFX, Animations).
- Design enemy AI, 1 main objective quest, 3+ optional objectives, and NPC interactions within the level.

Level Designer, Red Leg's Hidden Map (03/2023)

- Design 2+ intriguing level mechanics that allow deeper gameplay and player agency.
- Implement mechanics using Unreal Engine 5 Blueprints.
- Master the level design process from 2D to 3D implementation.
- Teach the player mechanics by using an IPM model.
- Implement scripted events using Unreal Engine 5 Blueprints.

CALEB WHARTON

GAME DESIGNER

CONTACT

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EDUCATION

2021 - 2023

Bachelor of Science
Game Design
Full Sail University

SPECIALITIES

Level Design

Game Design

System Design