

Oliver Jones

Level Designer & Producer

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DEVELOPMENT EXPERIENCE

Love Island Fortnite Project - Level Designer (Nov 2023 - 2 Week Project)

- Responsible for Level Design Blockout to completion.
- Time efficiency.
- Fast iterative design upon feedback.
- Responsible for designing from the producer's brief.

Ghost Leak - Level/System Designer & Producer (2022-2023)

- Responsible for Level Design Blockouts.
- Producer for new mechanics to traverse different environments.
- Responsible for each area's objectives and overall player guidance.
- Consistent cross disciplinary communication.

Producer: Managed task distribution via trello and gathering updates from each member of the team daily. Handled any internal conflicts/blockers to ensure the project stayed on track for deadlines.

Aurora Team - Level/System Designer & Producer (2021-2022)

- Responsible for making clear and cohesive puzzle designs.
- Producer for a blockout of a hotel in which the game takes place.
- Consistent cross disciplinary communication.

Producer: Managed task distribution via trello and gathering updates from each member of the team on a weekly basis. Handled any internal conflicts/blockers to ensure the project stayed on track for deadlines.

Splendid Pigeons - Level/System Designer (May 2022 - 1 Week Game Jam)

- Responsible for level ideas and prototyping game systems.
- Time efficiency.
- Fast iterative design.

Tools
<ul style="list-style-type: none">• Unity• Unreal Engine 4/5• Radiant Engine• UEFN• Blueprints• Git• Adobe Premiere Pro• Adobe Photoshop• Microsoft Office Suite
Skills
<ul style="list-style-type: none">• Agile & Scrum• Roadmapping• Time Management• Conflict Resolution• Multiple Discipline Management• Interpersonal Skills

EDUCATION

Falmouth University (2020-2023)

BA(Hons) Game Development: Design - Grade: Upper Second-Class Honours Degree

References available on request.