

James Grist

Level Designer

Burton-Upon-Trent, UK

jamesgrist01@gmail.com

www.jamesgrist.com

Summary

Extremely passionate, approachable, team oriented, imaginative and highly motivated. As a Level Designer, I understand the importance of flow and gameplay to create unique, engaging and challenging levels. Reliving at any opportunity to collaborate, concept, learn and design any challenge ahead in ways only level designing can.

Achievements

- **Nominated for Outstanding TIGA graduate of the year on 31/5/2022**
- **Awarded First place in level design at GradEX, chosen by industry judges**
- **Awarded nine sports awards, including best leader, best player and best teammate**

Experience

Kai N Tonga

Project length: 24 weeks, Nov 2021 - May 2022

Solo project

- Planned, Designed, and meshed the project's levels
- All level mechanics, AI, game mode and player character designs and functions
- UI functions and logos
- Multiple music assets

Battle Bots

Project length: 5 weeks, May 2022 - June 2022

Collaborative project (13 members)

Role: Senior Game and level designer

- Designed all level mechanics, Power ups and character mechanics
- Collaborated and overlooked entire project with Junior Designers
- Meshed the entire level
- Produced a game/level design document with the design team

Skills

- **Unreal engine**
Blueprint coding, landscape/foilage/brush editor, LODs, level creation, widgets, AI and actor placements
- **Unity level editor basic understanding**
- **Photoshop**
Creating Logos/UI, designing documentation
- **3DS Max/MagicaVoxel**
Concepting map designs to models and unwrapping
- **Source Control**
Managing saves and changes to a project
- **Jira**
Project management, tracking tasks and providing evidence
- **Microsoft Office**
Presentations, design documentations and data tables
- **Premiere Pro**
Video editing and creating trailers

Education

(BSc) Hons Computer Games Design

Staffordshire University

2019-2022

This course focuses on delivering industry standard knowledge and on game design, such as 3D games engines, Modelling software, documentation and animation.

Modules taught throughout university experience:

Advanced Games Design and Production

Advanced 3D Games Engines

3D Hard Surface Modelling

Introduction to Games Design