

ELIZABETH WRIGHT

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PROFILE

Creative Level Designer specializing in Mission Design and enemy encounters, with a background in Graphic Design. Proficient in Cryengine, Unity and the Unreal Engine, as well as skilled at implementing levels, balancing gameplay, gameplay scripting, and bringing creative visions to life.

SKILLS

Technical

- Level Design
- Game Design
- Mission Design
- Graphic Design
- UI / UX
- 2D / 3D Artwork

Software

- UE4
- Unity
- Cryengine
- Illustrator
- Photoshop
- Perforce
- InDesign
- Maya
- 3DS Max
- After Effects
- ZBrush

Personal

- Self-motivated
- Innovative / Creative
- Team player
- Hard-working
- Organized
- Committed to quality

EXPERIENCE

Level Designer – Piranha Games – *MechWarrior Online* (April 2016 - Present)

- Designed and implemented level layouts and balanced various game modes
- Maintained and updated levels and created 3D environment assets

Game Designer / Level Designer - Shroud - *VFS Academic Project created in Unity* (Aug - Nov 2015)

- Designed and implemented level layouts, enemy encounters and art assets
- Tuned, tested and balanced variables to improve AI behaviour and stealth gameplay
- Designed and created UI / HUD elements
- Created Textures for multiple 3D assets and characters

Game Designer / 2D Artist - Iron Shadow - *VFS Academic Project created in Unity* (Apr - June 2015)

- Designed enemy AI behavior and encounters based on playtesting and feedback
- Created the content and layout of the Game Design Document
- Designed and created UI / HUD elements
- Created 2D Artwork and animations for all characters, environment and props

Graphic Designer / Illustrator - Subsea Deep Ocean (Mar - Apr 2013)

- Designed and created a company logo, and an informative exhibition panel for company promotions

UI / Illustrator - LateNight Apps (Mar - Apr 2013)

- Created a series of environments and achievement icons for the App game Polyhegrams

EDUCATION

- **Vancouver Film School** (Jan - Dec 2015) – Diploma with Honors, Game Design Program - Vancouver
- **Alberta College of Art and Design** (2009 - 2013) - Bachelor of Design, Graphic Design - Calgary

AWARDS

- Best 2D Game – Iron Shadow – Vancouver Film School (Dec 2015)
- VFS Women in Games Scholarship (May 2014)