

# RYAN DELEON

## Level Designer

A **Level Designer** that has been developing games for **6 years**. I have worked on multiple projects spanning different genres, developed my skills through CGMA, and shipped a competitive multiplayer game called **Bushi**.



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## WORK EXPERIENCE

### Lead Level Designer - Bushi Onenet

01/2021 - Present

#### Achievements/Tasks

- Launched a full-fledged competitive Multiplayer Game with a heavy emphasis on **fast-paced combat** utilizing parkour and dynamic traversal mechanics.
- Led rapid prototyping, feature creation, and level design documentation.
- Owned the level design process for **five levels** (3 announced and 2 in development). Pre-production, concept, block out, testing, environment art placement, lighting, and optimization.
- Created the lighting, values, composition, color, staging, and details for the level's environment.
- Utilized **Blueprints** to change player controller variables to make adjustments to gameplay to better optimize the player experience and feel within levels.
- Led a team of two designers and co-produced a team of three developers. Facilitated internal communication to achieve milestones.

### UX Designer

#### Tyranno Studios

04/2022 - 10/2022

#### Achievements/Tasks

- Responsible for the overall user experience for hundreds of thousands of players in an ever evolving **live service** game.
- Crafted the BRAWL-O-SEUM Crafting mini-game which has been used by **hundreds of thousands of players** to create monetized packs to be sold to other players.
- Created a sleek player experience for inventory management, settings page and player loadouts.
- Presented detailed hand-offs to the dev team and led design talks between the design team and the developer team.

### Level Designer - Unannounced Title

#### Afrowhale

08/2018 - 09/2020

#### Achievements/Tasks

- Worked in tandem with the programmer to iterate on gameplay on mechanics, design decisions, and map events.
- Owned the level design process for **two levels**. Pre-production, concept, block out, testing, environment art placement, lighting, and optimization.
- Created a design framework that would help other designers quickly add content to the game.
- Working with environment art teams, encounter, combat and systems designers to maintain the intended level design and enforce necessary metrics throughout the game.



## SKILLS

Level Design

Visual Scripting

Unreal Blueprints

Blender

C++ & C#

Unreal Engine 5

Unity 3D

Lighting Art



## EDUCATION

### Level Design, Game, and Interactive Media Design CG Master Academy

#### Courses

- Explored theory of games, shape composition, architecture, and player psychology
- Developed skills to design for game mechanics and narrative, creating level progressions that support character development and player experience

### The Art of Lighting for Games

#### CG Master Academy

#### Courses

- Demonstrate a practical approach to in-game/real-time lighting within the context of a production pipeline.



## REFERENCES

Tina Milerlei - Technical Artist  
"Activision Blizzard - Diablo 4"

Dave Tamayo - Game Designer  
"Innerloth - Among Us"

Patrick Haslow - Lead Level Designer  
"Gotham Knights, For Honor, Bioshock Infinite"