


# EVAN CARDWELL

## LEVEL DESIGNER

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### SKILLS

Level Design  
White boxing  
Spatial Composition

Game Design  
Level Scripting  
Rapid Prototyping

Unreal Blueprints, C#  
Unreal Engine 5, Unity  
Photoshop, Illustrator

Maya, Blender  
Perforce, Github  
Microsoft Office Suite

### SOFTWARE & LANGUAGES

## EXPERIENCE

### Level Designer

*Arcadia Interactive | August 2022 - May 2023*

- Spearheaded the conceptualization and development of design elements for three distinct levels within the game
- Partnered closely with technical designers to design a final boss encounter that integrated all 5 player abilities introduced in previous levels
- Implemented game mechanics, objectives, and event triggers using visual scripting to heighten player immersion and interaction
- Championed and partnered with technical designers to create level-specific scripted events utilizing sequencers and trigger volumes
- Ran routine playtesting sessions to gain invaluable feedback, enabling continuous and rapid iteration
- Collaborated closely with the art team to contribute to set dressing and lighting across all levels

### Level & Game Designer

*Campfire Studios | January 2022 - May 2022*

- Led brainstorming sessions with the rest of the team to establish our game's high concept and core mechanics
- Developed and refined the level design, focusing on player exploration, flow, composition, and world-building
- Implemented interactive game mechanics using an Arduino Uno microcontroller to track the player's heart rate
- Conceptualized and scripted gameplay content including the character controller, AI logic, objectives, and event triggers
- Worked closely with artists and leads to create a cohesive tone through lighting, atmosphere, and composition
- Developed a dynamic music system that adjusted intensity levels in real time based on the proximity of enemy AI

### Deskside Support

*University of Central Florida | April 2022 - Present*

- Utilized ServiceNow to create and manage tickets
- Provided technical assistance to professors, staff, and students
- Performed comprehensive hardware and software diagnostics to identify issues and implement solutions

## EDUCATION

**B.A. in Digital Media Game Design**

*University of Central Florida | May 2023*

**Level Design for Games**

*CGMasterAcademy | December 2023*