


EVAN CARDWELL

LEVEL DESIGNER

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SKILLS

Level Design
Blockouts
Spatial Composition

Game Design
Level Pitching
Rapid Prototyping

Unreal Blueprints, C#
Unreal Engine 5
Photoshop

Maya
Blender
Illustrator

SOFTWARE

EXPERIENCE

Level Designer

Arcadia Interactive | August 2022 - May 2023

- Spearheaded the conceptualization and development of design elements for three distinct levels within the game
- Ran routine playtesting sessions early in development to gain invaluable feedback, enabling continuous and rapid iteration
- 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 the creation and execution of level-specific scripted events utilizing sequencers and trigger volumes
- 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 according to 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

EDUCATION

B.A. in Digital Media Game Design

University of Central Florida | May 2023

Level Design for Games

CGMasterAcademy | December 2023