

# James Thomas

## Level Designer

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### Summary

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After taking part in the government funded talent scheme '**Tranzfuser**' where I saw my game receive the **people's choice award** at EGX 2018, I aimed to further improve my craft by working as a Level Designer at Midasplayer AB

My most recent and greatest achievement to date is being a part of the large-scale team that produced **Crash Bandicoot: On the Run**, which also was a **finalist for Pocket Gamer 2021**

### Skills

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- Proficient in Concepting and Prototyping
- High level Composition of 3D Spaces
- Experience in Unity/Unreal Engine
- Able to work with GitHub
- Experienced with 3D tools (3ds/Maya)
- Competent with Visual Scripting
- Strong organisational skills
- Fast learner with attention to detail
- Understanding of iterative processes
- Consistent documentation
- Capable of balancing multiple tasks
- Team orientated

### Relevant Experience

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- **Crash Bandicoot: On the Run** | *Action Adventure Runner* | *Level Designer (King)*
  - Having ownership of producing whole levels, ensuring quality and performance is maintained
  - Syncing with Game Economy to help monetisation through difficulty and level pacing
  - Collaboration with developers to implement game mechanics and improved tooling systems
- **DodgeBrawl** | *Top-Down Multiplayer Elimination Game* | *Team Leader/Level Designer (Tranzfuser)*
  - Taking all arenas from early prototype concepts, through to completed polished levels
  - Scripting level events and core functionalities such as multiplayer, camera tracking and physics
  - Liaised with 14 team members across multiple disciplines overseeing all aspects of production
- **Drop Zone** | *First Person Battle Royale* | *Level Designer (Personal Project)*
  - Implementing design features such as Landmarks, Points of Interests and the use of Verticality
  - Ensuring that areas have been designed to be adaptable for different styles of gameplay

### Education

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- **BA (Hons)** First Class Honours | *Computer Games Design* | *University of South Wales - 2018*
- **A Levels** | *Design & Technology, Business Studies, Physical Education* | *Cardiff High School - 2015*