

James Thomas

Level Designer

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Summary

A proactive and creative-minded level designer with 4 years of experience designing levels for a range of different genres. Strongly motivated by creating unique gameplay experiences by thinking outside of the box and using the tools available to me in interesting or challenging ways

Skills

- Proficient in Concepting and Prototyping
- High level Composition of 3D Spaces
- Experience in Unity/Unreal Engine
- Interdisciplinary Communication
- 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

- **Rebel Riders** | *Third-Person PvP Shooter* | **Level Designer (King)**
 - Building detailed level blockouts and iterating on levels until the highest quality is reached
 - Consistent close collaboration with environmental artists ensuring level vision is maintained
 - Designing game modes/features that adhere to gameplay and different playstyles
- **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
 - **Pocket Gamer finalist 2021**
- **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
 - **People's choice award winner EGX 2018**
- **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

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