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# ELIZABETH WRIGHT

## LEVEL DESIGNER

### SUMMARY

Motivated individual with a strong combination of design experience and communication skills. Proven ability to work collaboratively, and as a team leader. Critical thinker with strong interpersonal skills, adept at providing creative solutions to challenging design problems.

### SKILLS

#### TECHNICAL

- Level Design
- Game Design
- Graphic Design
- Documentation
- 2D/3D Artwork

#### SOFTWARE

- Frostbite
- Unreal Engine
- Unity
- CryEngine
- Illustrator

- Maya
- Photoshop
- InDesign
- PowerPoint
- ZBrush

#### PERSONAL

- Self-motivated
- Innovative
- Team player
- Organized
- Committed to quality

### EXPERIENCE

**LEVEL DESIGNER** – DEC 2018 – PRESENT

**ASSOCIATE LEVEL DESIGNER** – MAY 2018 – DEC 2018

ELECTRONIC ARTS (EA) – AAA UNANNOUNCED STAR WARS GAME

- Developed the overall game structure, Metagame and main progression system
- Designed constructs, quest structure, NPC interactions, and world systems
- Created design documentation, Star Wars research documents, and prototype briefs

**ASSISTANT LEVEL DESIGNER**

ELECTRONIC ARTS (EA) – AAA UNANNOUNCED AMY HENNIG'S STAR WARS GAME – MAY 2017 – MAY 2018

- Implemented sandbox levels using Frostbite, and created 2D level plans, beat charts, and mission designs
- Scripted combat encounters, narrative beats, companion functionality, and smart objects
- Worked with Amy Hennig to polish levels for final approval

**LEVEL DESIGNER**

PIRANHA GAMES – MECHWARRIOR ONLINE - APRIL 2016 – MAY 2017

- Maintained and updated levels, designed and implemented new map layouts and game modes

**GAME DESIGNER / LEVEL DESIGNER**

SHROUD – *VFS Academic Project created in Unity* - AUG 2015 – NOV 2015

- Designed and implemented level layouts, scripted enemy encounters, updated the GDD and created art assets

**PROJECT MANAGER / 2D ARTIST**

IRON SHADOW – *VFS Academic Project created in Unity* - SEPT 2015 – FEB 2016

- Designed enemy AI behavior and encounters based on playtesting provided 2D art assets, and created the GDD

### EDUCATION

**VANCOUVER FILM SCHOOL** – JAN 2014 – DEC 2014 – Diploma with Honors, Game Design Program – *Vancouver, BC, Canada*

**ALBERTA COLLEGE OF ART AND DESIGN** – 2009 – 2013 – Bachelor of Design, Graphic Design – *Calgary, AB, Canada*

### AWARDS

- First Place - EA Vancouver Game Jam 2018
- Best 2D Game - Vancouver Film School
- Honors in Game Design - Vancouver Film School
- Women in Games Scholarship - Vancouver Film School