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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

- Maya
- Unreal Engine
- Frostbite
- CryEngine
- Unity
- Illustrator
- Photoshop
- InDesign
- PowerPoint
- ZBrush

PERSONAL

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

EXPERIENCE

LEVEL DESIGNER – NOV 2019 – PRESENT

SANTA MONICA STUDIO – NEW GOD OF WAR GAME

- Designed and created a level from conception to final layout using Maya and proprietary tools
- Scripted puzzles, events, companion functionality, and interactions
- Collaborated with other disciplines to develop and deliver the product vision

LEVEL DESIGNER – APRIL 2019 – NOV 2019

ELECTRONIC ARTS (EA) – RESPAWN ENTERTAINMENT – STAR WARS JEDI: FALLEN ORDER

- Responsible for polishing a level to finished quality using the Unreal Engine
- Scripted key narrative moments, implemented dialogue, and positioned cinematic cameras
- Used feedback from UXR testing to improve the game and iterate design concepts

LEVEL DESIGNER – DEC 2018 – APRIL 2019 / 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

EDUCATION

VANCOUVER FILM SCHOOL – JAN 2015 – DEC 2015 – 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