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## ELIZABETH WRIGHT

### SENIOR 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

##### SOFTWARE

- Maya
- Unreal Engine
- Frostbite

- Illustrator
- Photoshop
- InDesign

##### PERSONAL

- Self-motivated
- Team player
- Committed to quality

#### EXPERIENCE

##### SENIOR LEVEL DESIGNER – JAN 2023 – PRESENT

SKYDANCE NEW MEDIA – AAA UNANNOUNCED MARVEL GAME WITH AMY HENNIG

- Designed and created levels from conception to final layout using the Unreal Engine
- Collaborated with other disciplines to develop and deliver the product vision

##### LEVEL DESIGNER – NOV 2019 – JAN 2023

SANTA MONICA STUDIO – GOD OF WAR RAGNARÖK

- Designed and created a level from conception to final layout using Maya and proprietary tools
- Scripted companion functionality, narrative beats, dialogue, events, puzzles, and quests
- 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

##### 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
- Created design documentation, quest structure, constructs, NPC interactions, and world systems

##### ASSISTANT LEVEL DESIGNER – MAY 2017 – MAY 2018

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

- 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

##### LEVEL DESIGNER – APRIL 2016 – MAY 2017

PIRANHA GAMES – MECHWARRIOR ONLINE

- 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