



NICHOLAS CARTER

LEVEL DESIGNER

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GAME EXPERIENCE

Goofballs | SMU Guildhall | UE4 | PC **5 months - 2019**

Level Designer | Sound Designer | 12 Developers

- Developed 3 multiplayer levels from blockout to final aesthetics.
- Set-dressed 1 level after whitebox blockout.
- Created and organized 40+ unique sound cues for in-game SFX.
- Developed audio mixing system for an immersive experience.
- Collaborated with Software Developers to implement sound cues.
- Developed documentation for required audio assets.
- Consulted with Lead Artist on applying art assets into levels.
- Collabed with Character Artist to create unique SFX for UI & characters.

Project 1v1 | Gearbox Software | UE4 | PC **2 months - 2019**

Level Design Intern | Dev Team + Interns

- Developed multiplayer level from digital concept to blockout design.
- Consulted with Leads to create multiplayer level that fit gameplay vision.

Left 4 Dead: Cabin Fever | Source Engine | PC **4 months - 2019**

Level Designer | 4 Developers

- Collabed with devs to create 1 level for a cohesive 4 level campaign.
- Created documentation detailing layout, flow, and resources
- Developed level from white box to final aesthetics
- Crafted an organic Nature exterior using in-game assets
- Coordinated level starting and ending transitions with designers

Left 4 Dead 2: Countryside | Source Engine | PC **4 months - 2020**

Level Designer | Sole Developer

- Created digital documentation detailing layout, flow, and resources
- Developed level from white box to final aesthetics
- Crafted 3 distinct organic forested exteriors using in-game assets.
- Scripted Finale Gauntlet event sequence
- Edited campaign poster and thumbnail for promo material
- Desgned 1 farm house interior, and 8 shed interiors

EDUCATION

SMU: Guildhall **May 2020**
Certification Digital Game Development: Level Design

University of North Texas **Dec. 2017**
Bachelors in New Media Studio Art & Interdisciplinary
Art & Design Studies

DESIGN SKILLS

- Level Composition
- Scale & Proportion
- BSP Blockout
- World Building
- Environmental Storytelling
- Level Lighting
- Sound Design
- Design Documentation
- Multiplayer Level Design
- Gameplay Balancing
- Gameplay Testing
- Insightful Feedback
- Mobile Development
- PC Development
- Cross-Discipline Communication
- Sprint Planning
- Scrum Methodologies

TOOLS

- Inkscape
- Perforce
- 3D Studio Max
- Adobe Photoshop
- Adobe Premier
- Adobe Audition
- Jira
- Confluence
- Slack

ENGINES

- Unreal Engine 4 (UE4)
- Unity 5
- Source Engine
- Creation Kit (Fallout 4)

SCRIPTING

- Papyrus
- Blueprint (UE4)
- VScript
- Lua
- C#
- Python