



NICHOLAS CARTER

LEVEL | ENVIRONMENT DESIGNER

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GAME EXPERIENCE

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

Level Designer | Environment Designer | 12 Devs

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

Red Desert (Environment) | UE4 | PC **1 month - 2020**

Environment Designer | Sole Developer

- Developed digital documentation of environment layout and details
- Sculpted terrain of exterior with landmarks
- Painted textures and foliage on terrain and exterior level
- Created a recursive path for the player to travel along
- Applied lighting, post-processing and fog ambience
- Created SFX & attenuations to create an immersive environment

Public Hallway | UE4 | PC **2 weeks - 2020**

Environment Designer | Sole Developer

- Developed digital documentation of environment layout & details
- Blocked out interior space using modular meshes
- Created SFX & attenuation to create an immersive environment
- Applied lighting and atmospheric fog ambience w/ particle effects
- Edited materials to depict grime and dust on wall meshes

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
- Designed 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/Mesh Blockout
- World Building
- Environmental Storytelling
- Level Lighting
- Sound Design
- Design Documentation
- Terrain Sculpting
- Foliage Application
- Texture Painting
- Modular Design
- Gameplay Testing
- Insightful Feedback
- Mobile Development
- PC Development
- Cross-Discipline Communication
- Scrum Methodologies

TOOLS

- Inkscape
- 3D Studio Max
- Perforce
- Adobe Photoshop
- 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