

# Scott Hamilton

## Level Designer

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### • Summary

I'm an enthusiastic level designer who enjoys finding creative solutions to annoying problems, working with passionate people and creating engaging and fun games.

### • Employment History

#### **Junior Level Designer at Rebellion Developments**

(June 2020-Present)

- Ownership of a level in *Sniper Elite 5*
- Design realistic sandbox style levels using an in-house engine
- Create objectives, and implement them using visual scripting
- Create collision for terrain and art meshes
- Implement game logic (AI, traffic, pickups, etc.)
- Communicate with workmates through JIRA, Zoom, ect.

### • Experience

#### **Soccer Manager**

(2017, 2019)

- QA for *Football Clash All Stars* and *F2 Target Tekkers*

#### **Global Game Jam**

(2018-Present)

- Participated in *Global Game Jam* every year since 2018

#### **TT Games**

(2016)

- Week long work experience creating a brief for a *LEGO* game

### • Education

#### **BA Games Design (Hons) - University of Central Lancashire**

(2017-2020)

- Graduated with a First Class Degree in Game Design
- Nominated for *The GNCE Award of Creative Excellence* in Game Design
- Winner of the 2019 *UCLan Game Jam*

### • Hobbies and Interests

In my free time I enjoy creating pixel art, drawing creature designs and conceptualizing and prototyping ideas for games. I also enjoy reading fantasy novels and playing *Dungeons and Dragons* with my friends.

### • Favourite Games

- *Baba Is You*
- *Super Mario Odyssey*
- *Celeste*
- *Snipperclips*
- *Super Mario Maker*
- *Super Smash Bros. Ultimate*
- *Pokemon Heart Gold*

### • Skills

- *Unreal Engine 4*
- *Autodesk Maya*
- *Adobe Photoshop*
- *Blender*
- *Google SketchUp*
- *Perforce Source Control*
- *JIRA*