Gabriel Lewis

Level Designer

https://gabelewis88.wixsite.com/leveldesign • https://www.linkedin.com/in/gabriel-lewis-glld27698/ •
gabe_lewis88@live.com •
+44 07944312662

A motivated 3D level designer creating spaces in both Unreal and Unity. Competent using: Unreal 4/5, Unity, Blueprints, Basic C#, Blender, and GitHub.

Experience

Level & Game Designer - Ludophoria Ltd • Penryn • May 2022 - Present

• Sole level designer in an eight-person team, creating a 2D action Co-op platformer using Unity Engine.
• Working in engine, placing enemies, scripting encounters and gameplay events that help to establish the flow and pacing of the levels.
• Created detailed design documents to inform other disciplines, showing level intention, and level mechanics, and utilising PowerPoint to present new levels and mechanics.
• Utilised agile methodologies, including scrum and stand-up meetings, to optimise collaboration and project progression.
Steam Page: Here – SHIPPING THIS QUARTER

Associate Level Design Lecturer - Falmouth University • Penryn • Feb 2024 - May 2024

• Collaborating closely with design lecturers to deliver course content that guides students through the process of crafting game levels.
• Providing comprehensive insights on both technical and theoretical aspects of level design.
• Offering constructive feedback on students' work in order for them to improve and develop.

Freelance Level & Game Designer - The Eden Project • Penryn • Aug 2023 - Sep 2023

• Collaborated within a small team to develop an educational game for The Eden Project, to raise awareness about the pressing seagrass crisis.
• Designed level layout, gameplay loops, mechanics, and win conditions, and implemented them in the level.
• Responded to client feedback, and iterated on the levels accordingly.
• Using C# code, facilitating the creation of rapid prototypes for further iteration by the team's programmers.
• Currently live at the Eden Project, being played by hundreds of visitors a day.
Studio 316 Seagrass Page: Here

Projects

Sunderbuss - Level and Game Design - Unreal 5 - Early pre-production

• A first person tactical stealth shooter that relies on a solar powered gun.
• Collaborating with another game designer in order to rapidly prototype, review, and iterate on gameplay and level layouts.
• Design Document: Here

• Current MVP Level Document: [Here](#)
• Prototype of light charging the gun: [Here](#)

Construction Crater - Level Design - Unreal 5 - Work in Progress
• A first person shooter inspired by that of TitanFall 2 and Halo Reach.
• The aim of the project is to develop skills using Unreal Blueprints in order to prototype and create level mechanics that could fit in a First Person Shooter game.
• Level Design Document: [Here](#)
• Run through of the first area: [Here](#)

Boltgun (Fan Map) - Level Design - Unreal 4 - Finished Prototype
• A map designed around the First Person Shooter game Boltgun, released by Auroch Digital (2023).
• The map was developed following guidance from Samuel Harden (a Boltgun Level Designer) - iterating on feedback, and suggestions.
• Level Design Doc: [Here](#)
• Build Folder: [Here](#)

Interests

Games:
• Throughout my time playing video games I have alway been drawn to those which are heavily cinematic and narrative driven. I adore getting lost in a game's narrative, or even coming up with my own if the game suits that experience.
• My Top Plays of the Past Year: *God Of War* (Santa Monica Studio, Jetpack Interactive, 2018), *Halo Reach* (Bungie Inc, 2010), *Ghost of Tsushima* (Sucker Punch Productions, 2020).
• Currently Playing: *Red Dead Redemption 2* (Rockstar Games, 2018).

Film:
• Growing up, alongside playing many games, I was also very fortunate to be able to see a copious amount of films. This has led me to be fascinated about cinema, cinematic practices, and how these elements could be used in video games.

Architecture:
• Architecture is a more recent love that I developed over the course of my Masters. Whilst uncovering the joys of Level Design I stumbled across use of architecture in games. How the structure of a building can affect the viewer's emotion, decision making, and perception fascinates me. I have recently been enjoying the book '101 Things I Learned in Architecture School', getting daily tips that I can take into my level design practice.

Education

Sumo Group Evolve Programme - Leadership Training in the Games Industry
Sumo • Falmouth • May 2024 - Jun 2024
Level Design for Games
CGMA • Falmouth • May 2023 - Jul 2023
MA in Game Design
Falmouth University • Penryn • Sep 2021 - Sep 2022
BSc in Applied Sports and Exercise Science
Northumbria University • Newcastle • Sep 2017 - May 2020