

Connor Brown



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Summary

I am a Level Designer and environment artist with interests and experience in 3D modeling. I have had 6.5 years of professional experience as a level designer. I have worked on and shipped *The Last of Us: Part II* with Naughty Dog, two published titles with Pixel Press Technology, and I am currently working on *God of War: Ragnarok* at Santa Monica Studio. I also work on making my own maps and models for *Call of Duty* using the Radiant Engine in my free time, as well as producing digital paintings and sketches. I am seeking a substantial and exciting challenge when it comes to level design and world building.

Professional Experience



Santa Monica Studio™

Role: Level Designer on *God of War: Ragnarok*

Santa Monica, California

May 2020 – July 2022

- Designed, scripted, and had ownership of multiple levels through to shipping
- Acted as a producer and worked with all departments to bring my levels above and beyond AAA standards
- Worked with and directed scripters to create a unique and thrilling gameplay experience that helped support an ongoing narrative
- Delegated tasks, managed, and lead multiple teams of people from all departments to create a robust and polished finished product
- Designed and iterated complex puzzle gameplay and sequences



Role: Level Designer on *The Last of Us: Part II*

Santa Monica, California

November 2018 – May 2020

- Designed, scripted, and had ownership of multiple levels through to shipping
- Acted as a producer and worked with all departments to bring my levels above and beyond AAA standards
- Worked with and directed scripters to create a unique and thrilling gameplay experience that helped support an ongoing narrative
- Delegated tasks, managed, and lead multiple teams of people from all departments to create a robust and polished finished product
- Focus test groups consistently gave my levels high ratings
- Reference: Michael Barclay (Level Designer at Naughty Dog) - email: mike@mikebarclay.co.uk - phone: 310-721-5240

Role: Level Designer / Artist

- Designed levels, characters, and animations for *Bloxels Star Wars* and *Bloxels Builder* video game systems
- Responsible for level playability and user testing
- Worked closely and communicated directly with senior management/owners, developers, and other designers
- Capable of working both in-house and remotely while meeting deadlines
- *References available upon request*

Published / Shipped Games

The Last of Us: Part II Release Date: May 29, 2020

Published by Sony

- Level Designer

Bloxels Star Wars

Release Date: November, 2017

Published by Pixel Press and Mattel

- Level Designer
- Environment Artist
- Character Artist

Bloxels Builder

Release Date: January, 2016

Published by Pixel Press and Mattel

- Level Designer
- Environment Artist

Education

Shawnee State University
BFA in Game Design and Simulation

Portsmouth, Ohio
August 2014 – May 2018

College Experience

Throughout my college career, I had experience in many different areas in the gaming field, from 3D modeling to hard paper sketches with life drawing. I had a very intricate system of classes that helped outline an entire pipeline for creating games. As my senior project, I worked closely with an entire class to help create and produce a game from scratch over the course of a school year. I was given the lead position for the environment and level design team and had experience with delegating tasks and overseeing jobs within that section. I dealt with many peers that were unmotivated to work and had to figure out ways to organize a successful team to meet our deadlines.

Skills

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- | | |
|----------------------------|------------------------|
| • Level Design | • Prop Modeling |
| • Active Communicator | • Digital Painting |
| • Management and Producing | • Lighting |
| • Environment Design | • Environment Modeling |

Software

- Maya
- Radiant: Black Engine
- Unreal Engine
- ZBrush
- Photoshop/Illustrator
- Substance Painter

Hobbies/Interests

Aside from my love for playing video games, I enjoy playing guitar, being active outside, and in the gym. I also dabble in trading stocks. You can often find me walking my dog and playing sports, and when I have the time, producing and creating music.