William Livingston

Level Designer, Environment Designer, Narrative Designer

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The level, environment, lighting, and narrative design experiences I had at VFS were integral for understanding what is expected of level designers in the industry. I am continually seeking ways to improve my craft and am open to learning new techniques.

Related Experience

Level Designer

October 14th - 16th 2022

48hr Utah Game Jam - [Bad Connection - Unreal Engine 5]

- [Level Designer]
    - In 48 hours, my team of four created Bad Connection in UE5.
    - Project Responsibilities: Level designer, lighting designer, I set up source control on Source Tree.
    - Made two small levels for the 2.5D platformer.
    - Used the blueprint system to create simple moving platforms.
    - Communicated with the artists and programmers on the team to make the mechanics and visuals fit the experience.

Level Designer, Narrative Designer

March - August 2022

VFS VR/AR Client Project - [Visions of Yesterday - Unity Engine] - TTT

- [Level Designer]
    - Our client, Nick Wilkinson, identified two environments that needed to be created; a bedroom and a bathroom.
    - I planned how the game characters should move throughout the space, which dictated the level design.
    - Communicated with our artist as to what assets were needed.
    - Created a gray box in Unity.
    - Set dressed the environments using pre discussed assets.
    - Lit up the environment using several light sources.
    - Received and implemented feedback from: the team, our client, and VFS teachers.

- [Narrative Designer]
    - Developed a cohesive story for the game.
    - Narrative provided context for the user.
    - Story aimed at generating awareness for those with dementia.
    - Received and implemented feedback from: my team, our client, and VFS teachers.
    - Intertwined the narrative and level design

Skills

Strong written and verbal communication skills
Passion for interweaving narrative with environmental storytelling
Designing large scale levels
- Whiteboxing
- Requesting feedback
- Iterating on feedback
- Lighting
- Focus on cohesive player experience
Basic understanding of Blueprint system in Unreal Engine
Confident when collaborating with a multidisciplinary team

Known Tools

Unreal Engine 4 & 5
Unity Engine
SourceTree
Git
Autodesk Maya
Photoshop
Substance Painter
Zbrush
Jira
PureRef
Trello

Education

Vancouver Film School

January 2022- August 2022
Virtual Reality & Augmented Reality(VR/AR) Program
Unreal Engine, Unity Engine, Game Design, Level Design, VR/AR

Level Designer

October 22nd - 24th 2021
48hr 2-D Spooky Game Jam - [Calavera - Unreal Engine 4.26]
- **[Level Designer]**
  - In 48 hours, my team of five created Calavera in UE4.
  - Project Responsibilities: Level designer, lighting designer, game designer
  - Made one long spooky hallway for the 2.5D runner.
  - Communicated with the 2D and 3D artists to create an environment that was 2.5D.
  - Received and incorporated interactables from the programmer on our team.
  - Determined the pace of the game
  - Facilitated fresh eyes testers, implemented obtained feedback

Level Designer, Environment/Lighting Designer, Narrative Designer

March - August 2021
VFS Final Project - [Echoes of Idra - UE 4.26] Awarded Best Final Project
- **[Level Designer]**
  - Planned the general layout of Idra using 2-D layouts created in Photoshop.
  - Grayboxed these plans in Unreal Engine.
  - Discussed what abilities and mechanics were needed to match the levels I would be designing.
  - Communicated with artists as to what art assets were needed to create a convincing underground city.
  - Received and implemented feedback from: the team, mentors, and VFS teachers.
  - Used level design to tell a story via environmental storytelling.

- **[Environment Designer]**
  - Created six unique environments using pre-discussed assets.
  - Set dressed environments.
  - Optimized certain 3D art assets.

- **[Lighting Designer]**
  - Provided lighting for the cave environment of Idra.
  - Started by eliminating all sources of light within the cave.
  - Created three crystal light blueprint classes that lit up the cave.
  - Requested and received feedback on how to optimize the lighting setup.

- **[Narrative Designer]**
  - Created cohesive narrative and dialogue to aid the player experience
  - Story gave context to the player, and justified the supporting characters respective motivations and personalities.
  - Selected the voice actors and actresses to voice dialogue.
  - Attended all recording sessions to ensure the original narrative goals were preserved.

Vancouver Film School

September 2020- August 2021
Game Design
Unreal Engine, Unity Engine, Game Design, Level Design, Environmental Art

Quest University, Canada

September 2015- May 2020
Bachelor of Arts and Sciences
Written communication skills
Verbal communications skills
Studied: Psychology, Political Science and Social Psychology
Designed two psychological studies during my time at Quest

Passions

Favorite Trading Card Game: Magic, The Gathering

Multiplayer Video Games
- Halo Reach/CE/Infinite
- Valheim
- Minecraft
- Risk of Rain 2
- Fall Guys
- Phasmophobia
- Chivalry 2
- Age of Empires 4
- SpiderHeck
- Super Smash Bros
- Mario Party

Single Player Games
- Noita
- Hades
- Wind Waker
- The Witcher 3 - Wild Hunt
- Pillars of Eternity
- Oblivion

One Piece
HunterxHunter
Avid Skier
Camping & Hiking