

# ETHAN CONYERS – GAME DESIGNER

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## SUMMARY

Recently graduated with First Class Honours in Game Design from the University of Hull. Skilled in creating innovative and memorable levels for a variety of genres. Now keen to translate those skills into the video game industry.

## SKILLS

### Level Design

- Designed and created two levels for a group project – “The ELD”
- Designed and created a DOOM level with a unique twist to make backtracking more exciting for players
- Used many level design techniques throughout these levels to subtly guide the player to a smooth and enjoyable experience
- Constantly considered pacing throughout the development of these projects – creating interest curves to easily keep track of it

### Playtesting

- Tested for bugs throughout the development of “The ELD”
- Played through my teammate’s level for “The ELD” and gave feedback on the level design
- Constantly playtested the DOOM level to ensure the balance of weapons, ammo and enemies was fair for players of varying skill

### Iteration

- Used feedback from playtesters during the development of the DOOM level to make changes to the level’s design

### Project Management

- Created a group project plan for “The ELD” to keep everyone on target and aware of each other’s progress
- Created a personal project plan for “The ELD” that was more detailed and broke up tasks into smaller, more manageable chunks

## **Unreal Engine**

- Designed and blocked out levels for multiple group and solo projects
- Created the first lighting pass for levels and utilised it to guide playtesters

## **Blueprints**

- Designed and implemented scripted sections of levels to create interest for the player
- Created basic Third-Person Shooter mechanics for a project

## **Unity**

- Designed and created multiple prototypes in both 2D and 3D
- Created a VR prototype that is controlled entirely by voice commands and head movement

## **C#**

- Programmed both 2D and 3D game mechanics for various prototypes
- Created voice commands for a VR prototype designed for disabled users

## **Maya**

- 3D modelled and retopologised multiple game assets
- Experimented blocking out a level in Maya and then importing it to Unreal Engine 5

## **Blender**

- 3D modelled and textured three characters for "The ELD"

## **Adobe Creative Cloud Software**

- Used Photoshop to create top-down layouts of levels before blocking out
- Used Premiere Pro to create narrated walkthrough videos of my level design process for multiple projects

## **EDUCATION**

- BA (Hons) Game Design (First Class), University of Hull : 2021 - 2024