# ETHAN CONYERS

**GAME DESIGNER** 

https://www.conyers-design.com/

# **Profile**

Recently graduated with First Class Honours in Game Design from the University of Hull. I am skilled at creating innovative and memorable levels for a variety of genres. Throughout multiple group projects I have proven to be a hardworking teammate who is constantly striving to improve. Now I'm eager to translate my skills into the video game industry.

# Projects @

## The ELD

## https://www.conyers-design.com/the-eld

• Level Design Designed and blocked out two levels, utilising level design

principles for a smooth player experience.

• Puzzle Design Designed and programmed multiple puzzles of varying

difficulty throughout the first two levels.

• Playtesting Tested for and gave feedback on bugs throughout the

development of the project.

• Collaboration Worked with people in various roles to create a finished

game, including artists, sound designers and other level designers. Added colour to blockouts to aid in showcasing to

the art team what 3D models were required.

• Project Management Created a group project plan to keep everyone on target and

aware of each other's progress, which allowed the game to be

finished on time.

### **DOOM Level - Prison**

#### https://www.convers-design.com/doom-prison-level

• Level Design Designed and created a level with scripted events, e.g., its

entire layout changes when backtracking.

Combat Design
 Designed various areas for combat with multiple options for

cover and attack routes.

• Iteration Used feedback from playtesters during the development of

the level to make improvements to the design and flow.

## **Contact Me**

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## Education

University of Hull (2021 - 24) BA Hons - Game Design (1st Class)

South Hunsley Sixth Form
College (2019 - 2021)
A Levels - Maths, Chemistry & History

## o Skills

- Unreal Engine
- Unity
- DOOM Engine
- Blueprint
- C#
- Blender
- Mava
- Git
- GITHUD
- Photoshop
- Premiere Pro

# Hobbies









