DANIEL MCKENZIE
Level Designer

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SKILLS

Blueprint Visual Scripting
3D Modelling
Documentation
Rapid Prototyping
Linear Design experience
Iterative Processes
Puzzle Design
Spatial Composition
Level Design

TOOLS

Unreal Engine 4/5
Unity
Autodesk Maya
Adobe Premiere Pro
Adobe Photoshop
Trello
GitHub
Figma
Perforce

EDUCATION

CG Master Academy (CGMA)
Level Design for Games

University of South Wales (USW)
Cardiff, United Kingdom
2:1, Computer Game Design

WORK EXPERIENCE

Project Kyzen | Third person Shooter, World/ Level Designer, Impact Theory Games
Contracted from October 4 to November 1, 2024

Contributed to Project Kyzen, a fast-paced third-person shooter, by helping develop an exciting new, unannounced game mode for players to explore.

- Designed and implemented a Point of Interest (POI) featuring dynamic combat encounters and a challenging boss battle to enhance player engagement.
- Created and integrated an underground tunnel beneath the POI using the blockout tool plugin in Unreal Engine and the Landscape Tool, allowing multiple entrances and exits.
- Created a dynamic POI that incorporates PvP and PvE mechanics, fostering both competitive and cooperative gameplay.
- Utilized player feedback and iterative design processes to refine gameplay elements within the POI

PROJECTS

The Lost Temple of AKU | Action-Adventure, Level Designer, (Personal Project)
Completed November 2024

This project is an action-adventure inspired by Shadow of the Tomb Raider, where players strive to survive in the Amazon jungle to raid the AKU temple.

- Designed a third person action-adventure level inspired by Tomb Raider gameplay.
- Wrote documentation detailing the level pacing, narrative, and puzzle design.
- Drew a 2D layouts for blockouts, emphasizing narrative beats, puzzle rooms, and gameplay flow.
- Prototype puzzles using Blueprints to have the player engaged and immersion with the narrative.
- Designed and iterated traversal paths to improve player engagement and maintain level pacing.

The Undead World | First person Shooter, Level Designer, (Personal Project)
Completed October 2023

This project is a first-person shooter set in an apocalyptic city, where players strive to survive against endless waves of zombies.

- Designed levels optimized for both single-player and multiplayer experiences in Unreal Engine.
- Developed versatile layouts supporting mission and campaign objectives with multi-purpose functionality.
- Created detailed 2D layouts for streamlined blockouts and efficient gameplay flow.
- Integrated varied elevations to promote dynamic, fast-paced navigation throughout the level.

Black Eye Galaxy Mission | First person Shooter, Level Designer, (Personal Project)
Completed July 2021

Developed a first-person shooter campaign level set on a distant planet in a faraway galaxy, focusing on immersive gameplay and narrative storytelling.

- Strived to create a campaign level design blending exploration with compelling gameplay for an immersive player experience.
- Progressed from initial 2D layout concepts to final production-ready designs.
- Integrated a range of design elements including puzzles, stealth pathways, first-person shooter mechanics, and basic AI systems.
- Partnered with an environment artist to transform the level from conceptual whitebox to polished final production.