


GARNETT JAMES

Game Level Design

CONTACT

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SKILLS

- Unreal engine
- Unity engine
- Photoshop
- Maya
- Adobe illustrator
- Substance painter

EDUCATION

University

2022 - 2027

B.A. in Game Development

PROFILE

Creative and detail oriented Level Designer passionate about crafting immersive,gameplay driven enviroments,Seeking to contribute strong design,worldbuilding,and technical skills to a professional game studio focused on delivering memorable player experiences.

PROJECT EXPERIENCE

LEVEL DESIGN *September 2022 - Present*

Viking Multiplayer Map – Level Design Project
Solo Designer | Unity & Unreal Engine

- Designed a Viking-inspired map featuring strategic chokepoints, vertical sightlines, and player-driven exploration.
- Focused on gameplay balance, visibility, and environment storytelling.
- Iterated through multiple layout versions based on playtesting and feedback.

Mario Odyssey-Inspired Castle Level – Environment Design Project
Academy of Art University

- Created a 3D platforming level emphasizing pacing and spatial variety.
- Implemented collectable placement, camera zones, and environmental storytelling.

Battle Royale Map – FPS Design Exercise
Independent Project

- Designed a compact, 10-player battle map with varied terrain, sniper perches, and choke points.
- Balanced spawn zones and vertical gameplay for competitive pacing.