

# Sean Hollinshead

## Level Designer II



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## Shipped Games

### Level Designer II

Fortnite Battle Royale ----- [Epic Games Store Link](#)

June 2023 - Present

Unreal Engine 5

#### Responsibilities

- **Level Design** - Designed and built Open World Points of Interest from blockout to completion with focus on layout, combat flow, and performance.
- **Quest Design** - Authored and implemented open world quests for millions of players in Fortnite BR.
- **Ideation** - Brainstormed and implemented game features for 10+ million players.
- **Documentation** - Authored and maintained living documents including technical event structure, live testing instructions, and engine tutorials.

### Level Designer

Hex Rally Racers ----- [Steam Link](#)

Jan 2022 - May 2022

Unreal Engine 4

#### Responsibilities

- **Level Design** - Designed and built 2 tracks from whiteboard stage to completion with focus on flow, conveyance, and player agency.
- **Lighting / Aesthetics** - Polished tracks with propping passes, lighting passes, and post processing.
- **Optimization** - Optimized tracks for performance via LODs, Lighting Complexity, and Quad Complexity.
- **Documentation** - Created and maintained paper maps and level design documents.

### Level Designer

Conjury Revell ----- [Steam Link](#)

June 2022 - December 2022

Unreal Engine 4

#### Responsibilities

- **Level Design** - Designed and built levels with focus on combat flow, cover, conveyance, and verticality.
- **Combat Design** - Authored and adjusted combat mechanics and AI for balanced gameplay.
- **Lighting / Aesthetics** - Brought levels to life with propping, lighting, and post processing.

## Tool Experience

#### Game Engines

- Unreal Engine 4 & 5
- Unity
- Creation Kit
- Hammer
- Radiant: Black

#### Other Tools

- Unreal Blueprints
- Papyrus
- Maya
- 3DS Max
- Substance Designer

## Work Experience

### Level Designer I - II

High Voltage Software

Hoffman Estates, IL

June 2023 - Present

#### Responsibilities

- Level Design
- Quest Design
- World Building
- Sequence Creation
- Blueprint Setup
- Data Layer Scripting
- Optimization
- Documentation

### Level Design Intern

Balanced Media Technology

Dallas, TX

June 2021 - August 2021

#### Responsibilities

- Level Design
- World Building
- Quest Design
- Market Research
- Documentation
- Systems Design

## Skills

### Level Design

- Designing and building 3D levels with a focus on environmental storytelling, conveyance, flow, and player engagement.
- Experience designing small scale PvP FPS levels and massive open world third person levels.
- Utilizing tools such as mod kits, brushes, and custom 3D assets.

### Mission/Quest Design

- Creating quests and stories for players to interact with and experience throughout gameplay levels.
- Writing narrative experiences in video games and TTRPGs such as Dungeons and Dragons.
- Adapting quests based on engagement and feedback.

## Education

### Master of Interactive Technology

Digital Game Development

Specialization in Level Design

SMU Guildhall - Dallas, TX

Graduated - 5/13/2023

### Bachelor of Science

Visualization

Specialization in Game Design

Texas A&M University -

College Station, TX

Graduated - 5/12/2021

