

Sean Hollinshead

Level Designer II



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Shipped Games

Level Designer II

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

June 2023 - July 2025

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.
- **Technical Design** - Authored interactive blueprints including mobility items, weapons, and vehicles.
- **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.

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.

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

Tool Experience

Game Engines

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

Other Tools

- Unreal Blueprints
- C++
- Maya
- 3DS Max
- Substance Designer

Work Experience

Level Designer II

Unannounced Studio

Dallas, TX

July 2025 - Present

Responsibilities

- Level Design
- Encounter Design
- Combat Balance
- Blueprint Setup
- Data Layer Scripting
- Sequence Creation

Level Designer I - II

High Voltage Software

Hoffman Estates, IL

June 2023 - July 2025

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
- Systems Design
- Market Research
- Documentation

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.

Communication / Collaboration

- Cross discipline communication with artists, engineers, and directors.
- Effective use of verbal and visual techniques
- Experience with teams as small as 3 people to teams of hundreds of people.

