James Thomas
Level Designer

linkedin.com/in/james-thomas-game-designer/
https://www.jamesdesignsgames.com/
jamesthomas.designer@gmail.com
07947 651 104

Summary

My life-long interest in games and love for bringing ideas to life is what drove me to study the art at university, further shaping my future career path of being a designer within the gaming industry.

My most recent and greatest achievement to date is being selected to take part in the government funded, games talent scheme 'Tranzfuser'. Here I was able to showcase my game to the public at **EGX 2018** which also went on to win the **people's choice award**.

Skills

- Proficient in Concepting and Prototyping
- High level Composition of 3D Spaces
- Ability to digest and execute art direction
- Good knowledge of Unreal Engine
- Experienced with 3D tools (3ds/Maya)
- Competent with Visual Scripting and Jira

- Strong organisational skills
- Fast learner with attention to detail
- Understanding of iterative processes
- Consistent documentation
- Capable of balancing multiple tasks
- Team orientated

Relevant Experience

- **DodgeBrawl** | *Top-Down Multiplayer Elimination Game* | *Team Leader/Level Designer* **(Tranzfuser)**

  - Taking all arenas from early prototype concepts, through to completed polished levels
  - Scripting level events and core functionalities such as multiplayer, camera tracking and physics
  - Liaised with 14 team members across multiple disciplines overseeing all aspects of production

- **Carnival of Curiosities** | *First Person Puzzle Game* | *Team Leader/Level Designer* **(Group Project)**

  - Undergo extensive research to accurately depict a Victorian Carnival Level Environment
  - To achieve world coherence, fluid navigation and facilitate player mental mapping
  - Working closely with 4 environmental artists to take the level from a whitebox to polished

- **Drop Zone** | *First Person Battle Royale* | *Level Designer* **(Personal Project)**

  - Implementing design features such as Landmarks, Points of Interests and the use of Verticality
  - Ensuring that areas have been designed to be adaptable for different styles of gameplay

Education

- **BA (Hons)** First Class Honours | *Computer Games Design* | *University of South Wales - 2018*
- **A Levels** | Design & Technology, Business Studies, Physical Education | *Cardiff High School - 2015*