

MICHAEL SMITH

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Portfolio: <https://michaelsmith-games.com>

Level Designer with 5+ years of hands-on experience designing quests, dungeons, and gameplay spaces across shipped and in-development titles using Unreal Engine and Blueprints. Devises original puzzle encounters that keep players engaged. Owns level work end-to-end, from concept through documentation to final creative sign-off.

WORK EXPERIENCE

Level Designer

08/2021 – Present

Gunfire Games | Remote in Austin, TX

Level design for Remnant 2 (3rd-person shooter, shipped AA title) and Darksiders 4 (in development)

- Build quests, dungeons, and levels end-to-end in Unreal Engine, owning creative direction within team vision
- Ideate and design original puzzle encounters and rough combat passes, balancing pacing and difficulty
- Translate high-level direction into level concepts and documentation, including story, objectives, atmosphere, and enemy placement, pitching designs directly to Creative Leadership
- Prototype ideas through rapid block-outs, identifying and scoping new asset needs with cross-functional teams, then presenting design decisions in weekly reviews
- Partner with environment artists to shape gameplay spaces, balancing artistic vision with player experience and playability
- Test and resolve gameplay bugs based on pre-release playtester feedback and ongoing player reports, maintaining quality across shipped and in-development titles

Associate Test Analyst, Diablo Immortal Team

08/2019 – 08/2021

Blizzard Entertainment | Irvine, CA

- Partnered with designers to maintain quest documentation and test coverage across PC and Mobile builds
- Authored comprehensive test cases in TestRail to validate feature quality against design intent
- Playtested builds and logged actionable bug reports in JIRA to support milestone deadlines

Designer

06/2018 – 08/2019

Artists of the Industry | Los Angeles, CA

- Pitched original game concepts and iterated designs based on team feedback
- Prototyped interactive gameplay demos in Unity to validate design ideas

SKILLS

Level Design: Unreal Engine 5 (Blueprints, level scripting), Level block-out & rapid iteration
Gameplay space & map layout design, Puzzle and combat pacing design

Documentation & Process: Level design documentation (story, objectives, atmosphere, enemy placement)
Asset request scoping & pipeline coordination

Software & Programming: C++, C# (Unity), Verse, UEFN, Maya, Perforce, GitHub, JIRA, Confluence, Adobe Illustrator & Photoshop

EDUCATION

CG MASTER ACADEMY

Completed 12/2020

Level Design for Games - Certification

- Block-out and asset-level design, implementing game play and scripted sequences using core level design processes

The Art Institute of California - Orange County - Santa Ana, CA

Graduated 12/2018

Bachelor of Science in Visual and Game Programming

- Member of Alpha Beta Gamma Honor Society - GPA: 3.78