



Jason Leary

Level Designer

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Skills

Design Skills

- Single & Multiplayer Level Design
- Game Design
- Visual Scripting (Blueprint, Kismet, and Flow Graph)
- Scripting (Lua, C#, Unreal Script, and Papyrus)
- Level Construction

Game Engines

- Unreal Engine 4
- CryENGINE 3
- Unreal Engine 3
- Unity
- Creation Kit
- Source Engine

Art Skills

- 3-D Models
- Texture/Material Creation
- 3D Studio Max
- Adobe Photoshop CS6

Additional Skills

- Microsoft Office
- Screenwriter
- Novelist
- Team Leadership
- Video Editing

Individual Projects

Enemy Of My Enemy

Crysis 2 2 Months
CryEngine 3 Fall 2014

Level Designer

- Designed a level that reuses the same space and geometry to create two very different gameplay scenarios
- Wrote the story and designed mission objectives
- Scripted all gameplay including enemy perception and reactions, environmental interactions and cut scenes
- Implemented all scripting including the player's ability to change lighting in real time to assist strategy and stealth

Topsy-Turvy

Half-Life 2 2 Months
Source Engine Spring 2015

Level Designer

- Scripted the player's ability to manipulate local gravity and engage enemies while walking on the ceiling
- Designed and built a level that emphasizes verticality to make full use of the gravitational mechanic
- Created and scripted all mission objectives
- Wrote and implemented all dialogue
- Designed and scripted all combat encounters to highlight the player's new gravity ability

Bringing Down The House

Crysis 2 1 Month
CryEngine 3 Fall 2014

Level Designer

- Designed a level that supported both stealth and run and gun gameplay
- Scripted the building's power failure
- Scripted all gameplay including player's ability to eliminate generators to facilitate stealth gameplay and complete certain objectives in any order
- Implemented all scripting for cut scenes, enemy patrols and engagements

The Blood Countess

The Elder Scrolls V: Skyrim 2 Months
Creation Kit Spring 2014

Level Designer

- Designed a level that changes based upon decisions the player makes
- Used terrain, meshes, and composition of level to guide the player to their next objective
- Designed mission objectives and wrote all dialogue
- Scripted gameplay (branching story, changing factions, and NPC interactions) that change dynamically based upon player choice

Team Projects

Inua

First Person Puzzle Game 5 Months
Unreal Engine 4 Spring 2015
14 Developers **3 Designers**

Lead Level Designer

- Level and Puzzle Design, Scripting, and Construction
 - Dual Switch Puzzle (1-2)
 - Gated Switch Puzzle (Transition Hall 2-1 to 2-2)
 - Platform Puzzle (2-2)
 - Golem Switch Puzzle & End Game (2-3)
- Supervised level design team including leading team meetings, approving design work, and providing feedback
- Co-Wrote all story text
- Edited Gameplay Trailer

EscarGO!

First Person Shooter - CTF 4 Months
UDK Summer & Fall 2015
7 Developers **2 Designers**

Lead Level Designer

- Designed and constructed a level that supported fast paced gameplay and highlighted our unique CTF game type
- Made iterative design changes based upon player feedback
- Modeled and textured multiple pieces of art used in the final game including Parisian store fronts, decorative balcony railings, pot (flag base), awnings, tables, chairs and pillars

Fists of Freedom

2D Platform Brawler 2 Months
Unity Spring 2014
4 Developers **1 Designer**

Project Lead & Game Designer

- Wrote the scripting for the initial combat system
- Designed and constructed 2 levels that balance platforming with brawler and ranged combat
- Ran daily scrum meetings
- Planned each sprint
- Scheduled the project
- Wrote the Game Design Document

Work Experience

Dice Made Me Do It!

May 2015 – July 2015

Game Design Intern

- Designed two dice & card games for upcoming release
- Worked with artist on required art
- Ran multiple playtests
- Wrote design articles once a week for website & social media
- Website updates

Lane Gorman Trubitt, LLP

February 2006 – January 2014

Niche Marketing Manager

- Lead and work with a creative team to implement marketing strategies
- Copywriting, editing, and design for 3 monthly newsletters
- Orchestrate the efforts of my team to produce marketing materials by established deadlines

Education

SMU Guildhall

Expected Graduation December 2015

Masters of Interactive Technology, Digital Game Development, Specialization in Level Design

Dallas Baptist University

Graduation December 2013

Bachelor of Arts and Science, Business Administration and Communications