



# PAUL HARPER

## LEVEL DESIGNER

### INTRODUCTION

As a recent graduate with my master's degree within games design, I am excited to start to apply my knowledge within a professional industry role.

I have worked within Unreal engine for several years during both free time and studies and focus on level design and designing gameplay mechanics as creating an enjoyable experience for the player drives my work.

### EXPERIENCE

#### Freelance Work – Launch Pad scheme – Jan 2023

I created an open environment for a VR project within Unreal Engine 5 that was used to gain funding for the project's further development.

- Creating playable level within VR
- Assisting in creating systems within Unreal to support the VR project.
- Assisted in managing project files and documentation work needed for the prototype.

### EDUCATION

#### Bachelor of Arts in Computer Games Design – First Class Honours

Start – September 2019 Finish – May 2022 – Teeside University

#### Master of Arts in Games Design – Merit

Start – September 2022 Finish – September 2023

### A LITTLE ABOUT MYSELF

Ever since I was a child the idea of gaming and the environments, they could bring to life has always been a fascination to myself and has certainly contributed to my desire to work professionally as a level designer.

I now find myself looking for industry work after finishing my studies I have been very driven during my education and hope to put what I've learned to the test whilst growing my knowledge within engine and gain experience.

### REFERENCES

Michael Holton – Senior Lecturer – [m.a.holton@tees.ac.uk](mailto:m.a.holton@tees.ac.uk)

## CONTACT

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Middlesbrough



## SKILLS



+5 Years Experience



Visual Scripting Experience



Time Management Skills



Understanding  
Gameplay Mechanics



Understanding  
of Level Design