

# Austyn Wiles

## Level/Combat Designer



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## SKILLS

### ENGINES

- Unreal Engine 5
- Half-Life 2 Hammer Editor
- Creation Kit
- Dying Light Developer Tools
- Unity

### SOFTWARE

- Adobe Photoshop
- Adobe Illustrator
- Adobe Premier Pro
- 3ds Max

### DESIGN WORK

- Level Design and Blockout
- Conveyance and Framing
- Aesthetics
- Platforming Layout
- Combat/Encounter Layout

## EXPERIENCE

### Wordscape Solitaire - Unity Mobile

- Peoplefun - 2024 to Present
- Team of 20 People, on Google Play and Apple App Store
- Updated, tested and refined over 1,000 puzzles
- Worked in-office and remotely to coordinate with the rest of the team
- Used player feedback to update existing levels

### "What Lies Beneath" - Fallout 4 Quest

- Individual - 2024
- A mod designed around exploring a wide environment.
- Each new area is designed around having new gameplay that builds on top of itself.
- Horror themes using environmental and dialogue techniques to tell an evolving story

### "Drowning Campus" - Dying Light

- Individual - 2023
- A straightforward level that mimics Dying Light's building platforming
- Implemented conveyance that stands out while also fitting into the level visual theme
- Added unique visual themes to each of the core areas to feel distinct

### Kneedle Knight - Unreal Engine 5

- Team of 22 People - Published on Steam
- Designed tutorial to teach the principle mechanics
- Collaborated with leads and other disciplines to create a unified vision for the game
- Co-Designed and iterated on level 1

### "Managing the Distance" - Dying Light

- Individual - 2024
- A mod designed around fighting hordes of enemies using ranged and melee combat
- Each environment is designed to enforce different playstyles using different layouts and enemies
- The level is designed to test what level design factors cause players to switch to different playstyles

### "Trouble at Hardlock" - Fallout 4

- Individual - 2023
- A mod taking place within an original exterior and interior environment
- Wrote and implemented the story that builds up to a player choice
- Designed to accommodate multiple mechanics including: hacking, lockpicking, persuasion, and combat

## EDUCATION

### **Masters in Level Design**

Southern Methodist University Guildhall  
2022 - 2024

### **Digital Media w/ Emphasis on Technology**

Tarleton State University  
2017 - 2021