BEN WHEATLEY
SENIOR LEVEL DESIGNER

Portfolio: **benwheatley.co.uk**
Contact: **benwheatley98@hotmail.com**
LinkedIn: **/in/ben-wheatley-1b5226ba/**

INTRODUCTION

Hello, I'm Ben and I have 10 years of Level Design experience starting in 2015 modding Counter Strike Global Offensive levels. I've played games my whole life and have enjoyed creating things for others to enjoy for years. I have worked on first and third-person levels, along with aerial combat levels professionally. Covering both multiplayer and singleplayer experiences, enjoying expanding into many different genres in game jams.

EMPLOYMENT HISTORY & EXPERIENCE

Lucid Games - Senior Level Designer
June 2024 - Present

Unannounced IP - Open World GaaS Multiplayer Title
Jan 2026 - Present

- Planning open world rework within fresh LD team.
- Defining player Metrics and building tools + map.

The Last Sentinel - AAA Open World Single Player Title
June 2024 - December 2025

- Taking early blockout work in an existing open world to final quality ready for art.
- Safe pair of hands for multiple complex POIs.
- Employing MAYA into my workflow where needed to improve my output.
- Supported LDs with workflow and visual scripting setup.
- Consistently delievered, took ownership of & iterated work to be shown to clients.
- Took care to ensure clients were satisfied with my workflow and output.

Unreal Engine Workshop - Lucid Education Outreach
Jan + April 2025 - (2 Day Course Each Time - 2pm to 5pm)

- Planned an "Intro to Unreal" workshop for the charity FACT in Liverpool.
- Presented basic interactions & interface, participating in 1to1 discussions
- Explained workflows behind "Blocking-out" ideas, from concept to result in engine.
- Workshop ran as part of a team in Lucid. Supported by a Principle Artist in delivery.

Firesprite Games (Playstation Studios) - Level Designer
July 2019 - May 2024

Sony IP - PVP Third person GaaS Multiplayer Title
Jan 2022 - Feb 2024

- Sole LD on pre-production Sony IP.
- Open world design, working on tighter Arenas.
- Work chosen for multiple deliverables.
- Using MAYA to create basic geometry.
- Onboarded new LDs as team expanded.
- Worked with Art ensuring gameplay intent.
- Part of a rapid strike team for 7 months.
- Heavily involved in Game Design discussion.

Horizon Call of the Mountain - PSVR2 Singleplayer Launch Title
Oct 2022 - Feb 2023

- Integrated into VR workflows quickly.
- Considered a safe pair of hands to help reach the quality desired for shipping.
- Adjusting climbing routes for better flow.
- Overhauling streaming setup to hit framerate.
- Bug fixing to final shipped quality.
- Meshing into an existing team, ensuring I respected the work that had been done.
- Working alongside Senior artist to maintain artistic vision while optimising.

Star Citizen - PVP First Person & Space Combat - Live Service Multiplayer Title
July 2019 - Dec 2021

Shipped Broken Moon & Dying Star

- Sole LD for ideation, pitching and director vision alignnment.
- Taking 2 maps from blockout to release.
- Working closely with 2 artists to ensure visual quality met gameplay intent.

Developed Theaters of War

- Brought onto a small feature team bringing 'combined arms' to Star Citizen.
- Led pitching, blockout and iteration on a large gameplay space.
- Collaborated in regular playtest sessions with CIG QA and directors, iterating using feedback and data.

Personal Level Design Projects
April 2015 - Present

- Completed 20 gamejams since 2018.
- Consistently exploring different genres.
- Applying Game, Level and Environment work to each project as nessessary.
- Won the SideFX gamejam competition.
- Created multiple Counter Strike maps, learning new workflows each time.
- Delved into Source 2 for CS2 projects.
- Practiticed MAYA to improve 3D modelling.
- Using spare time to experiment with ideas.

TECHNICAL SKILLS & SOFTWARE

Technical Skills

- Experience with agile development practices.
- Unreal Engine 4/5 experience. (10 Years)
- Unreal Engine visual scripting experience.
- Design document creation.
- Game Design degree and professional experience alongside level work.

Software

- Unreal Engine 4 & 5. (Professionally)
- Cry Engine - Lumberyard. (Professionally)
- Source (Hammer) & Source 2. (Personal)
- Photoshop.
- Jira to manage and time estimate tasks.
- Source Control usage Perforce/PlasticSCM.

EDUCATION & ACADEMIC QUALIFICATIONS
Sep 2014 - July 2019

Staffordshire University : BSc (Hons) Computer Gameplay Design & Production
Sep 2016 - July 2019

- Achieved a First Class Honours Degree
- Studying Level and Game Design
- Worked in multi-disciplinary teams on gamejams.
- Placed 10th/47th in a CSGO competition

References available on request