

BEN WHEATLEY

LEVEL DESIGNER

Portfolio: benwheatley.co.uk
Contact: benwheatley98@hotmail.com
LinkedIn: [/in/ben-wheatley-1b5226ba/](https://www.linkedin.com/in/ben-wheatley-1b5226ba/)

INTRODUCTION

Hello, I'm Ben and I have 9 years of Level Design experience starting in 2014 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

Firesprite Games (Playstation Studios) - Level Designer
July 2019 - Present

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

- Sole LD on pre-production Sony IP.
- Unreal Engine 5 experience.
- Open world level design.
- Using MAYA to create basic geometry.
- Arena combat spaces inside open world.
- 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.
- Work chosen for multiple deliverables.

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 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 | Developed Theaters of War |
|--|---|
| • Sole LD responsible for ideation, pitching and director vision alignment. | • Brought onto a small feature team bringing 'combined arms' to Star Citizen. |
| • Taking 2 maps from blockout to release. | • Led pitching, blockout and iteration on a large gameplay space. |
| • Working closely with 2 artists to ensure visual quality met gameplay intent. | • Collaborated in regular playtest sessions with CIG QA and Directors for over a year. Iterating using feedback and data. |

Personal Level Design Projects
July 2015 - Present

- Completed 13 gamejams since 2018.
- Consistently exploring different genres.
- Applying Game, Level and Environment work to each project as nessessary.
- Won a gamejam competition.
- Created multiple Counter Strike maps, learning new workflows each time.
- Delved into Source 2 for CS2 projects.
- Praciticed MAYA to improve 3D modelling.
- Using spare time to experiment with ideas.

TECHNICAL SKILLS & SOFTWARE

- | Technical Skills | Software |
|--|---|
| • Agile & Waterfall development practices. | • Unreal Engine 4 & 5. (Professionally) |
| • Unreal Engine 4/5 experience. (9 Years) | • Cry Engine - Lumberyard. (Professionally) |
| • Unreal Engine visual scripting experience. | • Source (Hammer) & Source 2. (Personal) |
| • Design document creation. | • Photoshop. |
| • Game Design degree and professional experience alongside level work. | • Jira to manage and time estimate tasks. |
| | • Perforce stream usage. |

EDUCATION & ACADEMIC QUALIFICATIONS

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

- Achieved a First Class Honours Degree
- Studying Level and Game Design
- Created multiple gamejams with a wide group of multiple diciplines
- Placed 10th/47th in a CSGO competition

College : BTEC LEVEL 3 EXTENDED DIPLOMA - GAMES DEVELOPMENT
Sep 2014 - July 2016

- Achieved D*DD

References available on request