Harrison Kerr
Level Designer

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Oakville, Canada (willing to relocate)
HarrisonKerr.com

About

A multidisciplinary, hard working level designer experienced in iterative design, agile development, and clear documentation.

Skills

Level Design
- Unity(C#)
- Adobe Photoshop
- Paper Prototyping
- Autodesk Maya

Documentation
- Confluence
- Microsoft Office
- Google Docs
- Flow Charts

Project Management
- JIRA
- Excel
- Daily Standups
- Agile Development
- Trello

Asset Creation
- Autodesk Maya
- Adobe Photoshop

Scrum
- User Stories
- Sprints
- Story Points
- Retrospectives

Version Control
- Git
- Sourcetree
- SmartGit

Hobbies

TCGs
Table Top Games
Cooking
Bread Baking
Art / Illustration
Roller Coaster / Theme Park Design

Education

Sheridan College, Honours Bachelor of Game Design   Oakville, Ontario
Sep 2016 - Apr 2020

Projects

Level Designer - *Riverbond Crystalwatch*, Cococucumber   Toronto, Ontario
April 2019 - August 2019

- Created and designed 3 major gameplay sections in Riverbond: Crystalwatch. Responsible for developing levels from concept to completion in a proprietary editor, creation of environmental assets, and implementation of gameplay features.
- Iterated and developed new content for an existing IP shipped to major game platforms including Steam, Nintendo Switch, Xbox One, and Playstation 4.
- Extensively tested content, created bug reports, discussed findings, and brainstormed solutions with multidisciplinary members of the team.

Level Designer / Producer - *Wyrmwood,* FRÜTPUNCH Games   Oakville, Ontario
September 2019 - April 2020

- 2nd Place in the ESA Student Video Games Competition
- Directed a team of five for an 8 months project, organizing the workflow, creating schedules and timelines, and managing tasks from pre-production to public showcase.
- Created level design documentation, maps, and visualizations of level and world flow, level layouts, and environment aesthetics.
- Presented to industry professionals and peers on a weekly basis, developed progress reports for project mentors, facilitated discussion on project status and timelines while meeting strict deadlines of key deliverables.

Level Designer / Game Designer - *Newton*, Sheridan College   Oakville, Ontario
March 2019

- Developed in Unity over the course of 2 weeks with a team of three. Responsible for the designing and creation of levels within the first world of the game.
- Focused on a single gameplay mechanic and then explored and expanded on it with other gameplay features and level design elements.
- Quickly developed / iterated on gameplay and level creation while keeping in scope effectively estimating timelines for content creation,resulting in a complete polish gameplay experience.

Employment History

Level Designer, Cococucumber   Toronto, Ontario
April 2019 - August 2019

Sales Associate, Roots   Niagara Falls, Ontario
December 2016 - January 2019