

Mike Jennings

Game & Level Designer

Personal Info

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Twitter

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Skills

Game Dev Tools: Unity, Unreal Engine 4, MS Excel

3D: 3DS Max, Maya

2D: Adobe Photoshop, Illustrator, Inkscape

Languages: Blueprint (Unreal 4), C++, C#

A pencil and paper

Education

2016 - **Algonquin College**
2019 Game Development Advanced Diploma

Previous Experience

- 2021-11- **Level Designer**
Frosty Pop Games
Unannounced Project
- Design, prototype, and test turn-based puzzle levels involving multiple interacting mechanics
 - Build and maintain beat charts to properly scale puzzle difficulty & mechanic complexity
 - Collaborate with the narrative designer to make sure levels sync with the overarching story and the narrative beats are properly presented to the player
- 2021-05- **Level Designer**
2021-10 *Dissident Interactive*
Unannounced Project
- Block out and iterate on existing levels in various states of completion, adding features and sections as game mechanics evolved
 - Sketch out and design new environments based on changes in game direction
 - Was part of weekly QA/Design meetings to playtest and identify design issues and gameplay bugs
- 2020-04 - **Game & Level Designer**
2021-02 *Phantom Compass*
Rollers of the Realm: Reunion
- Designed, documented, and built physics-based levels in Unity linked to an overall narrative
 - Wrote dialogue barks, item descriptions, and flavour text for in-game lore items
 - Worked as a writer on both the overall narrative arc and on smaller, independent beats within each level
 - Created, balanced, and maintained design spreadsheets that covered character progression, upgrade paths, and game pacing
- 2019-07 - **Level Designer**
2019-10 *Kindly Beast Inc*
Bendy and the Dark Revival
- Created level blockouts and narrative scripting in Unity
 - Wrote and managed the Level Design Documentation
- Showdown Bandit**
- Created level blockouts in Unity
 - Designed and decorated environments according to narrative and art requirements
 - Performed initial and production lighting passes with a focus on optimization