

Howard De Ausen

Level Designer

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SKILLS & TOOLS

Level Design • Environmental Design • UI/UX Design • UI Programming • SFX Integration • Unity • Unreal • Photoshop • Figma • C# / Blueprint

EXPERIENCE

Sleepy Ghost – Without Regret – Level Designer

Jan 2026 – May 2026

- Implemented an objective-driven level flow with scripted scene transitions to support narrative progression.
- Designed and iterated on playable map layouts, blockouts, and set dressing to guide player movement and pacing.
- Built lighting setups and post-processing profiles to establish mood, readability, and visual consistency across levels.
- Contributed to and maintained the GDD, TDD, and ASG to keep level design decisions and documentation aligned across a 19-person team.

Battle Royale Map – Level Designer (Solo Developer)

Jan 2026 – May 2026

- Designed a battle royale greybox map, focusing on player flow, combat spaces, verticality, and map readability.
- Placed landmarks and distinct structures to support quick player orientation and navigation.
- Iterated level layout through multiple blockout passes, testing and refining player movement and encounter flow.

Team Just Met – Operanic – Level Designer

Aug 2025 – Dec 2025

- Designed greybox level prototypes to evaluate gameplay pacing and flow.
- Integrated SFX elements into UI wireframes to enhance player feedback and cohesion.
- Adjusted difficulty curves and checkpoint placement to support balanced player progression.
- Contributed to and maintained the GDD, TDD, and ASG to document level design decisions and maintain consistency across the team.

Signal on Summit – Level Designer (Solo Developer)

Apr 2025 – May 2025

- Designed critical path layouts across a multi-level facility blockout to guide player flow, pacing, and encounter placement.
- Built core Blueprint systems in Unreal Engine, including player movement, shooting, pickups, objectives, and respawn logic.
- Implemented a save system to preserve player progress across sessions.
- Developed a pickup interaction system using line trace for object detection and item collection.
- Took a level from concept through a functional gameplay prototype, incorporating critique feedback to define a clear polish roadmap for UI, lighting, and set dressing.

EDUCATION

University of Central Florida — B.A. Digital Media, Game Design

May 2026

Valencia College — A.A. General Studies

May 2021