

Mike Jennings

Level Designer

Personal Info

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Twitter

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Skills

Level Design

Game System Design

Project Management

Proficiencies

Unity/Unreal

Git/SVN

JIRA

C++/C#

Adobe Illustrator/Photoshop

A pencil and paper

Previous Projects

2019

Bendy and the Dark Revival: Chapter 1

Level Designer

- Create and maintain a comprehensive Level Design Document, detailing each section of the chapter in terms of gameplay, atmosphere, and necessary cutscenes, assets, and enemies.
- Design and create a greyblock version of the chapter, in order to test and iterate on design and gameplay.
- Planning and prototyping puzzles and tutorial scenarios for the player to learn from and progress through.
- Work with the art team to design and implement assets required for the chapter and place them according to aesthetic and gameplay principles.

2019

Showdown Bandit

Level Designer

- Design and implementation of single-screen "Rooms" that contained puzzles, story elements, and combat events.
- Lighting placement and optimization with the intent of creating a spooky and creepy atmosphere.
- Utilized scripts and triggers to create additional gameplay events within each "Room".

2018 -
2019

Animal Heist (PC)

Producer, Level Designer, Game Designer

A multi-term school project consisting of nine team members, Animal Heist is a third-person stealth game involving a thieving ferret, a quest for revenge, and one rather ballistic hippo. I was responsible for the project planning, deliverable scheduling, and overall management of the project, along with the design of the tutorial level. I worked with each discipline on our team to remove obstacles and give my team the tools they needed to be as effective as possible.

Previous Experience

2019-07 -
2019-10

Level Designer

Kindly Beast Inc

- Created and iterated on Level Design Documents
- Created and implemented gameplay scenarios and levels in Unity, both in the grey block and production phases
- Created aesthetically pleasing environments with supplied assets.
- Lit environments with player influencing, atmosphere, and efficiency in mind.
- Used Git workflows to actively develop in concert with large (40+) teams.
- Managed tasks using JIRA in a Agile environment

2011 -
2017

Simulations Administrator

Endgame Technologies Inc. & Simfront Simulations Systems Corporation

- Developing terrain resources (maps) for use during ongoing training initiatives.
- Developing training scenarios and videos for candidate qualification utilizing the VBS2 game engine and mixing sound effects and voiceovers.

Education

2016 -
2019

Algonquin College

Game Development Advanced Diploma