

Curtis Rochelle

Level Designer

www.curtisrochelle.com | 940.453.5620 | mail@curtisrochelle.com

Professional Experience (Design)

Witch (Heartstrings Studios), Level Designer July 2018 – Sept. 2022

- **Level Blockouts** – Determined overall level scale and metrics for game environment assets. Designed, planned, and blocked out levels.
- **Environment Modeling and Worldbuilding** – Modeled, textured, and placed low-poly game models. Lighting and post-processing. Created particle effects
- **Blueprint Scripting** – Created worldbuilding tools such as road and wall builders for efficiently laying out new gameplay areas. Prototyped gameplay camera solutions to achieve an “HD-2D” visual style.
- **Materials** – Created Master Materials and functions, created game textures using Quixel Mixer

Kingsmen (Stealth Mode Games), Level Designer June 2015 – Feb. 2017

- Planned, documented, and built single-player levels
- Scripted gameplay elements, including mission objectives and AI decision trees

Euclidean (AAD Productions), Level Designer May 2015 – July 2015

- Created level blockouts in Unity
- Created 2D level maps and level documentation
- Collaborated with artists, programmers, and writers to determine level progression, visuals, and recurring themes across the game's campaign

Professional Experience (Other)

QA Tester, KingsIsle Entertainment June 2019 – Jan. 2020

Technical Writer, GE Healthcare Aug. 2017 – July 2018

Technical Writer, Tyler Technologies July 2008 – Aug. 2013

Skills

- | | | |
|-----------------|--------------|---------------------|
| • Unreal Engine | • Source SDK | • Photoshop |
| • Blueprint | • Unity | • Technical Writing |
| • Blender | • Substance | • Quixel Mixer |

Education

SMU Guildhall: Masters in Interactive Technology, Level Design, 2013 – 2015

University of North Texas: BA, News Writing/English Literature, 2002 – 2007

CGMA: Certificate, Level Design for Games Course, Feb. – April 2018