

JAELEN HAWTHORNE

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SUMMARY

Level Designer looking to make an impact at a game company. I am a recent graduate from SMU with a Professional Certificate in Level Design.

PUBLISHED GAMES

Light of Alariya December 2022 Southern Methodist University: Guildhall

Level Designer

- Level designer for open-world, third-person, exploration puzzle game released on [Steam](#) and [Epic Game Store](#).
- Developed exterior desert environment and open-world points of interest using Unreal Engine 5.
- Sculpted the landscape using the World partition tool.
- Contributed in shaping game story and narrative.
- Quality assurance testing throughout game development.

Hex Rally Racer May 2022 Southern Methodist University: Guildhall

Level Designer

- Level designer for multiplayer arcade racing game released on [Steam](#) using Unreal Engine 4.
- Designed racing track layout, ramp mechanics, and fly-through camera.
- Designed paper maps for tracks.

PORTFOLIO PROJECTS

Fighting for Scrap December 2022 Southern Methodist University: Guildhall

Level Designer

- Level designed using Creation Kit.
- Example project highlighting re-use of space and cover layout, engaging boss fight, and a personalized hacking gun.

Silver or Lead May 2022 Southern Methodist University: Guildhall

Level Designer

- Level designed using Creation Kit.
- Example project highlighting player freedom, narrative, and follower NPC with dialogue.
- Delivers multiple endings with different outcomes.

Home Away From Home December 2021 Southern Methodist University: Guildhall

Level Designer

- Level designed using the Dying Light game editor.
- Example project highlighting re-use of space and framing.

Shatter Way February 2022 Southern Methodist University: Guildhall

Level Designer

- Level designed using Unreal Engine 4.
- Modeled assets for the level using 3DS Max.
- Scripted destructible mesh mechanic for gameplay.

Nyanzo February 2022 Southern Methodist University: Guildhall

Level Designer

- 2D game designed using Unreal Engine 4.
- Designed 6 levels for different mechanics.

EDUCATION

Southern Methodist University: Guildhall

August 2021 – May 2023

Professional Certificate in Level Design

University of Texas at Dallas

August 2016 – December 2020

Bachelors of Arts, Technology & Emerging Communications: Emphasis in Games

ENGINES AND TOOLS

- Unreal Engine 4 and 5
- Unity
- Creation Kit
- Hammer
- Photoshop
- 3DS Max
- Maya
- Pico8
- C++
- Adobe Premiere Pro
- Windows
- MacOS
- Game Maker Studio 2

SKILLS

- Level Block Out
- Unreal Blueprinting
- Design Mapping
- Multiplayer Level Design
- Puzzle Creation
- Lighting
- 2D Level Design