



QUEST WASHINGTON

Level Designer

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PROJECTS

LEVEL DESIGNER

JAN 2020 - MAY 2020

For The Better

5 months

Designed a four-part quest that challenged the player morality and ethics.
Created and designed four interior layouts that provided visual cues to the player about the purpose of each location.
Designed an objective that can be implemented across all four quests that have no right or wrong answer.

LEVEL DESIGNER

AUG 2019 - DEC 2019

Junkyard Slog

5 months

Designed arena-style combat within the Junkyard area to encourage movement within the area.
Used lighting techniques to guide the player to the Junkyard area.
Implement art assets to create a polished-looking level.
Developed a custom outro camera to showcase the tunnel.

LEVEL DESIGNER

JAN 2018 - MAY 2018

Love Kills

5 months

Wrote over 70 lines of dialogue that included the location of each clue for the player to search for.
Designed each NPC's personal areas to reflect their personality.
Added lighting and aesthetic details to illustrate the mood.

GAMES

COMBAT/LEVEL DESIGNER

AUG 2019 - DEC 2019

Tex-Mechs

4 months

Designed a rule set for minimum and maximum distance for tethering to a crystal.
Designed levels that focus on the mechanics and fit the game vision.
Collaborated with other designers and artists to set dress each level to match the game aesthetics.

LEVEL DESIGNER

AUG 2018 - DEC 2018

FrostRunner

4 months

Guided players through arena-style terrain by using enemies as a point of interest.
Designed waves of enemies with individual timers that allowed the player to become swarmed but not overwhelmed.
Collaborated with other designers to maintain the combat intensity between levels throughout the game.

PROFESSIONAL EXPERIENCE

VIDEO GAME DESIGN TEACHER

Dallas Independent School District

AUG 2020 - PRESENT

Teach 9th -12th-grade students about core principles of game design including core loops, flow, and agile.
Constructed a project that exhibits the student's ability to master the 12 principles of animation.
Design assignments that teach students about the fundamentals of C# programming.
Collaborated with students to design their resume and their online portfolio.

SKILLS

METHOD

- Level Design
- Quest Design
- Scrum
- Agile Development
- Environment Storytelling
- Narrative Design
- Gameplay Design

ENGINES & EDITORS

- Unreal Engine 4
- Unity
- Source SDK
- Bethesda's Creation Kit

SOFTWARE

- 3D Studio Max
- Twine
- Perforce
- Photoshop
- Slack
- Jira

SCRIPTING

- Unreal Engine 4 Blueprint
- Papyrus
- Lua
- C#

EDUCATION

PROFESSIONAL CERTIFICATE IN INTERACTIVE TECHNOLOGY | LEVEL DESIGN SPECIALIZATION

Southern Methodist University - The Guildhall
2017-2020

BACHELOR OF SCIENCE - PSYCHOLOGY

Texas Woman's University
2014-2017