**Mitchell Stevens**

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**OBJECTIVE**: To obtain a full-time position in Level Design / QA in Game Development

**EDUCATION**

**Worcester Polytechnic Institute (WPI)**, Worcester, MA

Masters of Science, Interactive Media and Game Development (IMGD), GPA 3.9/4.0, May 2018

**Daniel Webster College**, Nashua, NH

Bachelor of Science, Game Design and Development, GPA 3.53/4.00, May 2016

**SKILLS**

**Game Design**: Level Design, AGILE, SCRUM, Unreal Engine 4, Unity 3D, Torque 3D

**Computer**: Microsoft (Word, Excel, PowerPoint)

**EXPERIENCE**

**Contract Level Designer, Flat Mountain Arts, Indianapolis, Indiana, January 2019 – Present**

* Work on a Rhythm based music VR game with level design and landscape layout placement.
* Built a cartoon medieval town using Unity 3D by terraforming and using modular pieces.
* Collaborate with designers on a weekly basis to stay up to date on design choices and ideas.

**Contract Level Designer, Ratfish Studios, Houston, Texas, November 2017 – Present**

* Work on a First Person Tower Defense PC game with level design and modular placement.
* Create an abandoned world’s fair environment using Torque 3D’s engine by creating realistic pathways.
* Cooperated with Artists in order to work around designing modular pieces.

**Contract Lead Environmental Artist, StormRush Studios, Berlin, Germany, December 2018 – June 2019**

* Worked on a Massively Multiplayer Based Roleplaying Game PC game with level design.
* Constructed a sprawling cityscape using Unreal Engine 4 by creating city districts and terraforming.
* Conspired with other level designers and create task lists for them to complete from day to day.

**Student Teaching Assistant, WPI, March 2017 – July 2018**

* Assisted with the undergraduate course, Storytelling in IMGD, as well as the Frontiers Summer Program.
* Held weekly office hours to answer questions and graded student projects and homework assignments.
* Mentored students in the functioning and overall design of prototypes for Unreal Tournament.

**PROJECTS**

**Production Management, Bounce.wav, WPI, September 2016 – August 2017**

* Worked with eight others while crafting levels for a Brutally Hard Synthwave Action Game.
* Used Unity 3D in order to craft beat based levels that progressively increased in difficulty.
* Awarded 1st place in College Alpha at Mass Digi Game Challenge 2017.

**ACTIVITIES**

**IMGD Graduate Committee, WPI, August 2016 – May 2018**

* Streamlined communication between graduate students and faculty by communicating issues within the student body.
* Helped improve programs and classes in the IMGD major by presenting a student perspective to the faculty run program.