Jaye Williams

LEVEL DESIGNER

Contact

www.linkedin.com/in/jaye-williams
jayeplays.com

SKILLS

- Level Design
- Narrative Design
- Prototyping
- Documentation
- Collaboration
- Communication

SOFTWARE

ENGINES/EDITORS
- Unreal Engine 4
- Unreal Engine 5
- Unity
- Creation Kit
- Hammer

ART/VIDEO
- Adobe Photoshop
- Adobe Premiere
- Adobe Illustrator
- 3ds Max
- Maya

EDUCATION

2022 - 2024
Masters of Interactive Technology (Level Design)
Southern Methodist University
Dallas, TX

2020 - 2022
Bachelor of Arts (Game Design)
High Point University
High Point, NC

2017 - 2020
New York University
New York City, NY

PROJECTS

SeaFeud - Unreal Engine 5 (2023)
Lead Level Designer - 4 months
- Shipped on Steam
- Organized teams and team assignments
- Coordinated with leads from other disciplines
- Led daily scrum meetings

Kneedle Knight - Unreal Engine 5 (2023)
Level Designer - 4 months
- To be shipped on *Steam*
- Created metrics zoo and adjusted various parameters of character controller
- Worked with a team member to create the second level of the game
- Participated in design meetings and adjusted design of the second level based on feedback received

The Great Awakening - Creation Kit for Fallout 4 (2023)
Solo Project - 8 weeks
- Designed "save the world" quest
- Designed and implemented combat encounters
- Built camp exterior and workshop interior spaces using mod kits
- Wrote branching narrative

Time Motion - Unreal Engine 5 (2023)
Solo Project - 6 weeks
- Created level elements using blueprints
- Followed design of LDD provided to me to create intended gameplay
- Created 3D models of furniture objects
- Set dressed using both my own and other classmate's 3D models