Zachary Sewell

Level Designer

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ABOUT ME

Passionate and innovative Level Designer with 8 years of experience and capable of working in a high demand environment. Experienced in designing quality levels from concept to final product. Self-Driven, fast-learning, quick to adapt, and highly-motivated.

SKILLS

Professional Skills

Unreal Engine	Rapid Prototyping
Unity	Gray Boxing
Github	World Building
Terrain Sculpting	Design Documentation
Photoshop	Perforce

Personal Skills

Public Speaking	Project Management
Problem Solving	Team leadership/Mentoring
Collaborative Design	Time Management
Flexible & Adaptable	Innovative & Creative
Strong Work Ethic	Open-Minded

EDUCATION

Bachelor Of Media Arts: Game Design

Wichita State University, Wichita, KS | 2020-2022

Associates of Arts: Game Design

Butler Community College, Andover, KS | 2016-2019

Projects

World of Warcraft: Dragonflight

The Ninth expansion in the hit MMO computer game, World of Warcraft | 2021

The Cosmic Vale

A Fantasy MMO inspired zone developed in Unreal Engine 5 - Published | 2024

EXPERIENCE

Lead Level Designer

Bright Harbor Studios LLC | August 2024 - Present

Work closely with Art, Programming, and Modeling teams to ensure levels meet project requirements
Responsible for creating unique, large open world levels from top/down concept, gray-box, and polish.

Contract Level Designer

Impact Theory Studios | October 2024 - Present

Worked within established project timelines, delivering high-quality levels under tight deadlines.
Optimized level performance, maintaining visual fidelity while ensuring smooth gameplay.

Level Artist

Rubyshark Games | August 2024 - Present

Create environmental story elements throughout game levels using assets & kits created by the 3d modeling team.
Work closely with the lead artist and other department leads to ensure the project vision is maintained and on track

Game Design Professor

Butler CC | June 2022 - December 2024

Demonstrate strong written and verbal communication skills, resulting in clear subject matter discussion with students.
Create dynamic learning environment that valued instructor and student interaction.

Level Design Intern

Blizzard Entertainment | May 2021 - August 2021

Participate in workshops and presentations related to projects to gain knowledge.
Coordinate with other Level Designers to ensure project contents stay within scope parameters

S.M.A.C.K.

A third person multiplayer shooter created in Unreal Engine 4 - Published | 2022

KEEP

A Free for All multiplayer arena created in the Unreal Editor for Fortnite - Published | 2024