

Elijah Corbin

Level Designer

Contact

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[Elijah Corbin | LinkedIn](#)

Website

[HOME | My Site \(corbinelijah16.wixsite.com\)](#)

Skills

- Game Design
- Level Design
- Level Design Documentation
- Level Scripting
- Block-meshing/White Boxing
- Asset Dressing
- Unreal Engine Blueprints
- Unreal Sequencer
- Kit-Bashing

Software

- Unreal Engine
- Unity
- Autodesk Maya
- ZBrush
- Auto 3ds Max
- Perforce
- Jira
- Adobe Photoshop
- Adobe Illustrator
- Microsoft Office

Experience

Mission/Level Designer

2022-10 – *Heroes League Game Day, Remote*

Current

- Designed multiple indoor and outdoor levels for missions based on certain topics such as teamwork, cyberbullying, and critical thinking
- Staged several scenes in editor using assets provided by the art team
- Assisted programmers with general game design and iterations of missions
- Created re-usable terrain bases in Unity for future missions
- Collaborated with artists to asset dress levels and achieve visual target

Level Designer

2021-11 - *University of Central Florida, Orlando, FL*

2022-08

- Created and iterated Level Design Documents which included level overviews, layouts, gameplay and narrative beats, level pacing and flow, asset lists, and scripted events
- Created playable action sequences using Unreal Engine's blueprints to test out gameplay mechanics and gather playtesting feedback
- White-boxed levels and implemented action sequences, adjusted scaling and achieved a consistent visual target, and playtested before next art passes
- Collaborated closely with tech artists, 3D artists, and environmental artists to set dress levels with environmental props, VFX, lighting, and cinematics
- Created simple placeholder assets in Maya to be used in white-boxed levels when prototyping

Level Designer

Personal Projects

2018-2022

- Drafted level design documents with overhead layouts, art asset lists, pacing and flow, a mood board, an overview, and a walkthrough
- White boxed levels, scripted several gameplay sequences, and playtested through multiple iteration cycles
- Asset dressed and kit bashed levels using pre-made art assets

Education

2021-08 – 2022-

12

Master of Science: Interactive Entertainment

Florida Interactive Entertainment Academy (FIEA) at the University of Central Florida - Orlando, FL

2018-08 - 2020-

12

Bachelor of Arts: Games and Interactive Media

Michigan State University - East Lansing, MI