



Braden Ursa

Level Designer

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Skills

Technical: *Animation Blueprints* | *Gameplay Ability System* | *Level Streaming* | *C++* | *Lua* | *XML* | *Unreal Blueprints*
Tools: *Unreal 4 & 5* | *Unity* | *Creation Kit* | *Godot* | *Inkscape* | *3DS Max*
Design: *Blockouts* | *Level layout* | *Rapid prototyping* | *Agile development*
Awards: *GDC Narrative Review 2023 Gold Recipient*

Projects

WaxHeart – Level Designer August 2024 – Present

Unity | Atmospheric Puzzle Platformer | C# | ~50 Team Members

- Designed levels that combined platforming and puzzle gameplay with a focus on player flow.
- Created representational gameplay in blockout to guide iteration while prototyping new mechanics.
- Drew detailed and high level layouts to communicate my design in weekly meetings and adjusted design based on feedback.
- Led effort to collaborate in establishing best practices for design documentation and level design work flow.

Murder She Grow't – Associate Designer (Impulsive Games) October 2023 – August 2024

Godot | Story focused RPG | GDScript | 4 Team Members

- Created technical documentation for systems and mechanics to pitch new gameplay and iterate on existing designs.
- Designed standalone minigames, focused on supporting the existing pillars and narrative.
- Collaborated across disciplines to ensure that work was within the schedule and scope for a small team.
- Developed content for a narrative game, aligned with team goals and created dialogue for activities that supported the overall story.

Conjury Revell – Game Designer June 2022 – December 2022

Unreal Engine 4 | First Person Arena Shooter | Unreal Blueprint and Houdini | 30 Team Members

- Created, communicated, and documented a unified vision for the game.
- Designed and integrated player/enemy abilities from paper to ship.
- Provided feedback and callout sheets to art and design team to guide game design and architectural details.
- Directed level design and solved design problems to achieve solid level flow.

Personal Projects

Dead on Arrival – Level Designer January 2023 – May 2023

Unreal Engine 4 | Kart Racer | Unreal Blueprints | 50 Team Members

- Designed level layout and built the city from concept to ship.
- Utilized proprietary scripting tools to create immersive enemy encounters.
- Developed multiple pathways to encourage exploration however the player prefers.

Education

Computer Graphics Master Academy June 2024
Level Designer Certification

SMU Guildhall May 2023
Master of Interactive Technology

Evergreen State College June 2015
Bachelor of Arts, Computer Science/Film Studies