



Braden Ursa

Narrative 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* | *JIRA* | *Perforce/Helix* | *GitHub*
Design: *Narrative Design* | *Level Design* | *Quest Design* | *Dialogue Writing* | *World Building* | *Design Documentation*
Awards: *GDC Narrative Review 2023 Gold Recipient*

Projects

Exodus – Level Designer (Archetype Entertainment) January 2026 – Present

Unreal Engine 5 | Third Person RPG Shooter | Unreal Blueprint | ~100 Team Members

- Iterated on combat encounter spaces to balance player challenge with locked in environments.
- Populated main city hub with animated vignettes to tell small scale stories in a living world.
- Scripted animated camera sequences and AI interactions with the player at key vista moments.
- Communicated across disciplines to pitch new ideas for spaces I had ownership of and resolved discovered issues.

WaxHeart – Level Designer

August 2024 – Present

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

- Implemented environmental storytelling within owned levels to help support the larger game narrative.
- Created puzzle designs that challenged players with more difficult gameplay which required them to think laterally.
- Designed levels that combined platforming and puzzle gameplay with a focus on player flow.
- Led a collaborative effort to establish best practices for design documentation and standard level design work flow.

CGMA – Level Designer

February 2024 – June 2024

Unreal Engine 5 | 8 Separate Projects | Unreal Blueprints

- Wrote small scale stories to engage players and help graybox environments come to life.
- Designed and created 8 levels of varying theme and genre from concept to graybox in one week increments.
- Scripted enemy behaviors, interactive environment events, and player character to create fun prototype gameplay.

Personal Projects

Cogito Ergo Sum – Narrative Designer

January 2022 – March 2022

Creation Kit | Single player RPG | Solo Dev

- Designed quest scenario and environment to tell a branching storyline.
- Wrote dialogue for 7 different NPCs each with a unique voice to establish their character.
- Created gameplay interactions in proprietary scripting language to vary player experience alongside narrative.

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