

Stephan Haldaman

Game & Level Designer

Pennsylvania - Remote Work
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Game & level designer with 6+ years of professional experience in many different game genres and platforms. Specialization in both game & level design relating to action oriented gameplay such movement, combat, loot & progression, shooting/weapon mechanics, combat encounters, level pacing, game modes/missions and more.

WORK EXPERIENCE

Downpour Interactive	Game Designer	10/22 – 4/2023
Downpour Interactive	Level Designer	1/2021 – 10/2022
Phantom Hound Studios	Lead Game Designer	7/2020 – 5/2021
Gearbox Software	Level Designer	5/2016 – 6/2020
DigiPen Institute of Technology	Teaching Assistant	1/2016 – 4/2016

PROFESSIONAL PROJECTS

Onward	Game Designer	1/2019 – 6/2020
Downpour Interactive	Level Designer	

- Design work on a long standing multiplayer game
- Design and implementation of new weaponry, gameplay features and other smaller tweaks
- Overhaul of long standing game mechanics including gun recoil and movement
- Bug fixing and optimization for mobile ready game levels

Canceled Project	Level Designer	1/2021 – 8/2022
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- Blocked out 4+ complete levels for a single player shooter campaign with consideration to story beats
- Concepted and blocked out 6 very large multiplayer maps (around one square KM each)
- Prototyped and implemented a physics based interactable object system for VR
- Built over a dozen usable and highly interactive firearms for VR

Tiny Tina's Wonderlands	Level Designer	7/2019 – 6/2020
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Gearbox Software

- Level design and block-out
- Combat encounter design
- Thematic level conception

Borderlands 3	Level Designer	12/2016 – 7/2019
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Gearbox Software

- Coop campaign level design and block-out
- Combat encounter design for a variety of gameplay styles
- Mission design & implementation
- Map optimization, bug fixing & fine tuning for use in multiple different game consoles

Battleborn	Level Designer	5/2016– 11/2016
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Gearbox Software

- Level design for competitive PVP gameplay
- Supplementary PVP game mode design and implementation

OTHER EXPERIENCE

DigiPen Play Testing Club	Club President	12/2014 – 4/2016
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- Organized and streamlined the process of getting participants to test DigiPen student games

EDUCATION

DigiPen Institute of Technology	Bachelor of Arts in Game Design	4/2016
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- Minor in English