

Stephan Haldaman

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Level & Game Designer

SKILLSET

- 3D & 2D Level Design
- Combat Encounter Design
- Rapid Prototyping
- Play Testing
- Simple 3D Modeling
- Technical Writing
- Dialogue & Story Writing
- Unity/C#
- Unreal Editor 3 & 4
- Some JSON scripting
- ActionScript 3
- Microsoft Office Suite
- Adobe Photoshop, Flash
- Audacity
- Sony Vegas, Adobe Aftereffects

WORK EXPERIENCE

Gearbox Software	Level Designer	12/2016 – 6/2020
Gearbox Software	Level Designer (Contract)	5/2016 – 11/2016
DigiPen Institute of Technology	Teaching Assistant	1/2016 – 4/2016

PROFESSIONAL PROJECTS

Unannounced Title	Level Designer	7/2019 – 6/2020
<ul style="list-style-type: none">• Level design and block-out• Combat encounter design• Thematic level conception		
Borderlands 3	Level Designer	12/2016 – 7/2019
<ul style="list-style-type: none">• Level design and block-out• Combat encounter design• Mission implementation• Map optimization & fine tuning		
Battleborn	Level Designer	5/2016– 11/2016
<ul style="list-style-type: none">• Level design for competitive PVP gameplay• Game mode design and implementation		

OTHER EXPERIENCE

<u>DigiPen Play Testing Club</u>	Club President	12/2014 – 4/2016
<ul style="list-style-type: none">• Organized and streamlined the process of getting participants to test DigiPen student games		

EDUCATION

<u>DigiPen Institute of Technology</u>	Bachelor of Arts in Game Design	4/2016
<ul style="list-style-type: none">• Minor in English		