

# River Vondi

Peoria, IL, USA

## LinkedIn:

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## Portfolio:

<https://www.rivervondi.com/>

## Itchi.io:

<https://rivondi.itch.io/>

## Contact:

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## OBJECTIVE

River has many years of experience writing creative works of fiction and recently learned how to translate that into both the Narrative Design realm and Writing for games realm. They have learned a lot about the differences between these two roles and enjoy crafting experiences and interactivity based upon the narrative direction(s). They are also skilled with Level Design so they know very well how enmeshed these roles can be.

## EDUCATION

### **Lindenwood University – St. Charles, MO**

*Bachelor of Arts in Game Design with University Honors*  
*Honors Associations: Alpha Chi and Sigma Tau Delta*  
*4.0/4.0 GPA*

May 2026

## INDUSTRY EXPERIENCE

### **Odyssey Entertainment – Level Design**

July 2022 – April 2023

- Led the level design team – 1 level artist, 2 junior level designers, and myself – to update and polish all 76 levels in the game
- Mentored the other 2 level designers, providing feedback on their work and guiding them on level design best practices
- Advanced existing levels through the level design development pipeline by refining and iterating upon the puzzles, flow and progression
- Evaluated the progression and flow within the 76 existing levels and analyzed how they related to the surrounding levels within and between the 4 worlds
- Completed moderate redesigns to 17 levels, major redesign on 12 levels, and completely scratched and rebuilt 2 levels in the Godot game engine which significantly improved the game's progression and flow
- Edited 28 additional levels with minor improvements to cohesiveness, fixes to broken puzzles, and minor touches to improve polish
- Provided guidance and instructions to other level designers for improvement on the remaining 17 levels
- Collaborated cross-department with team members from development, art, and audio
- Worked with the Game Director to make design improvements to existing enemies in World 4 to better improve the evolution of mechanics and difficulty
- Communicated issues to developers on broken mechanics and systems, and collaborated to find solutions
- Assisted with project management by monitoring progress of tasks on other development teams and effectively delegating assignments
- Utilized a Kanban-like approach set by the Game Director to keep the project's Trello board up to date with current, in-progress, and completed tasks

## TITLES

*Transmogrify –*  
**(Level Design,  
Narrative, Writing,  
Game Design)**

*Skator Gator 3D –*  
**(QA)**

## TECHNICAL SKILLS

Unity

Godot

Unreal Engine

C#

GDScript

Visual Scripting

Krita

Photoshop

Illustrator

3DS Max

Blender

GitHub

GitHub Desktop

Trello

Jira

Twine

MS Suite

- Contributed to narrative design to flesh out the existing story, creating new voice lines for two key characters to support the new direction of the storyline
- Collaborated with the Game Director on the completion of the narrative to interweave the narrative elements into new and existing levels to create meaningful context to the challenges and puzzles
- Updated level design documents, narrative design documents, and the developer's README
- Advocated for colorblind-friendly design elements, and researched and implemented color changes based upon my research

### **Weathered Sweater – QA Tester**

July 2022 – March 2023

- Playtested the game to find bugs
- Documented bugs on a Google Doc including procedures for reproduction
- Recorded playtest sessions with OBS Studio while providing feedback based on level design observations and other gameplay issues

### **Affliction Networks – Level Design**

April 2022 – June 2022

- Identified maps for the cooperative mode that needed balance changes/updates
- Analyzed the reasons why these maps were incorrectly balanced to successfully bring them in-line with the difficulty of the other maps
- Collaborated with team members to ideate improvements to unbalanced maps
- Play-tested updated maps to ensure proper balance
- Iterated on layouts until the map was successfully adjusted
- Transformed select competitive mode maps to accommodate 2-player co-op gameplay by adjusting spawn points of enemies, players, powerups, and protection objectives
- Designed brand-new maps for 3-player and 4-player cooperative mode using the in-house level designer application as well as Krita for paper iterations and heightmap creation and modifications
- Playtested new changes to the game and reported bugs to the developer
- Designed new maps specifically for an “unlocked” single player hard-mode version of the cooperative mode for the purpose of a tournament for the community
- Updated the Steam capsule/banner/etc. so that it would have a more modern visual appeal
- Hosted live streams on Twitch for the purpose of community building
- Overhauled the Discord server to be more user friendly, while also incorporating game elements into the server, such as the roles reflecting the ranking system in-game
- Engaged the community on Discord and kept a pulse check on the community and its trends