Winston Weems II

Level Design

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SKILLS

- Level Design Principles
- World Building
- Gameplay Integration
- Spatial Design and Gameplay Flow
- User Experience
- Unreal Engine
- Visual Scripting
- Level Optimization
- Open World Terrain
- Gaea 2
- Nav Mesh
- Rhino/Blender
- UE5 Modeling
- Rapid Prototyping and Iteration
- Design Documentation
- Procedural Generation

WORK EXPERIENCE

Senior Level Designer - Parallel Studios   (2025 - Current)
Sanctuary - (PC) - UE5

- Evaluated a beautiful corner and applied level design principles to enhance gameplay and player experience.
- Designed the open world for an extraction shooter with layered paths, ambush areas, and key POIs to create tension and player choice.
- Strategically placed spawn and extraction points to align with level layout and gameplay flow.
- Planned POI placement to drive player movement, encourage dynamic encounters, and support extraction focused gameplay.
- Made a Toolkit for open-world level design that helps quickly build and test layouts using procedural generation.
- Continuously improved the level through iterative changes driven by weekly playtest insights.

Senior Level Designer - Jackalyptic (Co-dev)   (2024 - 2025)
Warhammer MMO - (Cancelled) - UE5

- Defined POI placements for an open world, complimenting the golden path and world design at a high level.
- Completed design passes on existing levels and boss rooms, making adjustments for better combat flow and spacing.
- Developed a rapid terrain prototyping workflow utilizing Gaea and UE5's PCG system, centered around full design control of objective locations and connecting paths.
- Prototyped a Social Hub designed to hold 50 players comfortably with player flow focused around the player's order of actions when arriving.
- Built contained combat spaces in Level Instances that can be dropped into any map, utilizing data layers to swap from Blockout to the Art kit as needed.
- Wrote and presented design documentation along with blockouts and prototypes.
- Assisted and guided junior designers, providing feedback and helping them grow their skills.

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Senior Level Designer - Counterplay Games   (2023 - 2024)
Armatus - (PS5, PC, Xbox) - UE5

- Owned the design and implementation of all levels critical to the game loop, requiring careful communication with all departments involved.
- Served as the primary point of contact for the Level Design department - I worked with the Game Director to ensure LD milestone requirements were met, delegated tasks, and supported other departments as needed.
- Built numerous combat levels to be used in procedurally generated layouts.
- Reviewed the work of the Level Design team to ensure blockouts met established metrics, quality standards, and aligned with the game vision.
- Worked with production to help refine the LD to Environment Art pipeline to that of a well-oiled machine, enabling us to block out and track numerous levels and their status in the pipeline.
- Assisted the Narrative and Audio teams with implementation of dialogue triggers game wide, the triggers fired both off of hand placed trigger volumes or by Gameplay Tags given by Engineers.
- Assisted Narrative and Audio teams by using Sequencer to add subtitles to all Cinematics across the game.

Level Designer - Counterplay Games   (2022 - 2023)
Armatus - (PS5, PC, Xbox) - UE5

- Designed and took ownership of graybox combat spaces - spanning a variety of scales and player experiences, implementing all the required gameplay markup and navigation in each blockout.
- Assisted designers with gameplay prototypes, utilizing different level design principles to chase ideas and find the fun.
- Ensured levels were properly configured and playable in build, by debugging Nav Mesh and Gameplay issues related to Level Design.
- Participated in design discussions with directors and stakeholders to help guide the project's level design direction.

Level Designer - Counterplay Games   (2021 - 2022)
Godfall - Ultimate Edition - (PS4, PS5, PC, Xbox) - UE4

- Hand placed "*Spirit Platforms*" and "*Phase Nodes*" to create a network of travel points in each Realm. These networks were used by players for combat opportunities and to quickly hunt down objectives in the Free Roam game mode.
- Worked directly with the Narrative team to revamp the base game story, implementing dialogue triggers and adjusting dialogue pacing.
- Set up NPCs in the Sanctum Player Hub, that used Tags to fire off contextual dialogue based on your progress in the story.
- Working with Narrative, I placed additional NPCs in each Story Mission. These NPCs gave more depth to each mission by providing the player with additional lore and context when interacted with.
- Scripted Core NPCs to follow the player and engage in combat, firing dialogue lines before, during, and after combat.

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Level Designer - Counterplay Games   (2020 - 2021)
Godfall - Fire and Darkness - (PS4, PS5, PC, Xbox) - UE4

- Blocked out and owned multiple sub-zones of the Fire Realm - Inferno Plateau (Interior), Ashengod, and Crystalline Pass. Eventually took level design ownership of all sub-zones within the Fire Realm and carried each sub-zone to ship.
- Manually placed and fine-tuned each point in the waypoint graph for clear waypoint guidance. The waypoint graph can be visualized as a web covering the entire level - each vert and edge hand placed.
- Responsible for maintaining clean, map-wide Nav Mesh and Level Collision, ensuring optimal AI pathing and navigation.
- Carefully positioned traversal markers to facilitate smooth climbing and jumping on and across ledges.
- Strategically placed destructible objects in clustered formations to be shattered with just one or two swings.
- Worked closely with the engineers and encounter team to design the Boss Arena for the final boss of Fire and Darkness - Moirax. This arena took inspiration from the *Shadows of Yharnam* fight in Bloodborne.

Level Designer - Counterplay Games   (2020 - 2020)
Godfall - (PS4, PS5, PC, Xbox) - PS5 Launch Title - UE4

- Inherited the Earth Realm and its sub-zones mid development.
- Worked with the World Design lead to upgrade the overall design and level flow. As well as brought the final sub-zone, Alluvial Plains, from blockout to its final phases.
- Maintained clean, map-wide Nav Mesh and Level Collision.
- Manually placed and fine-tuned the breadcrumb graph for clear waypoint guidance throughout all missions in the Earth Realm.
- Hand placed collectibles and destructibles with design intent, creating interesting puzzles and world engagement.
- Placed traversal markers at each ledge and gap intended to be traversed, our team would often use these to gate off AI and combat arenas.
- Blocked out the Boss Arenas for Grieves Sunsteel and the final boss of the main campaign - Macros.

Level Designer - Industry Games   (2018 - 2020)
Dungeons of Sundaria - (PS5, PC) - UE4

- Hand-crafted 8 different dungeon layouts, each with unique enemies, art, themes, and gameplay mechanics.
- Blocked in a hub world with point and click design and a fixed camera.
- Designed initial layout and flow for each dungeon in the game.

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Level Designer - Industry Games   (2017 - 2018)
Zeus' Battlegrounds - (PC) - UE4

- Designed a battle royale, melee focused Open World, with strategically placed towns and temples for Players to hunt each other down, loot, and power up.
- Tiled Terrain was generated in World Machine and touched up by hand with UE4 terrain tools.
- Blocked out Greek buildings and Agoras, these buildings have spawn points for randomized loot.
- Hand sculpted towns, each with a different Greek theme and purpose - Greek Ampitheater, Docks, Lighthouse, Swamp, Farmlands, etc.

World Builder - Industry Games   (2015 - 2017)
Kings and Heroes - (PC) - UE4

- Populated a massive, 50km2 tiled open world - with towns, lakes, rivers, and themed areas based on the different DnD inspired characters and races in the game.
- Designed and blocked out singular themed levels to be used in procedurally generated dungeon layouts - Crypt, Ice Caves, Lava Caves, Castle, Grasslands.