Winston Weems II

Senior Level Designer
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SKILLS

Level Design	Unreal Engine 5	Blender	UE5 PCG	Claude/MCP
World Design	UEFN	Rhino 8	World Systems	Git/P4
Open World	Unity	Gaea	Procedural	Wiki
Game Design	Roblox Studio	Figma/Miro	Systems	Python/.MD

PROFESSIONAL WORK

Game / Level Designer - Parallel Studios (2026)
Colony | (Mobile) | UE5

- Owned Lane Battler game mode from prototype through beta, taking it to GDC and building out a 30-level campaign ahead of launch.
- Collaborated daily with Design to help the team develop a deeper understanding of free-to-play and 4X mobile game mechanics.
- Defined player weapon and enemy archetypes while tuning combat foundations across weapon damage, enemy health values, and Easy, Normal, and Hard difficulty settings.
- Designed the 30-level combat progression, pacing the introduction of mechanics and enemy archetypes through level layouts and enemy combinations.
- Using Dungeon Architect and PCG, I prototyped a variant of the Lane Battler game mode with a randomized environment and level layout.

Game / Level Designer - Parallel Studios (2025 - 2026)
Sanctuary | (PC) | UE5 | Extraction Shooter

- Led a level design audit and redesign pass on an existing environment aimed to improve traversal routes, combat spaces, readability, and player navigation ahead of public alpha.
- Defined traversal and gameplay metrics for the player movement kit by establishing level design requirements for step-up, jump, vault, mantle, slide, and dodge roll systems.
- Rebuilt the main multi-level POI blockout around updated combat and traversal metrics, adding vertical routes and clearer navigation paths.
- Designed open-world spaces with layered routes, alternate approaches, ambush opportunities, and escalating threat zones to support exploration and player-driven encounters.
- Balanced extraction gameplay by using loot tiers, spawn placement, and extraction locations to create risk/reward decisions.
- Collaborated with Tech Art Lead to implement a non destructive LD to Houdini/PCG workflow.
- Using PCG I scattered both natural and man made elements to create gameplay and cover oppurtunities.

Senior Level Designer - Counterplay Games / Jackalyptic (Co-Dev) **(2024 - 2025)**
Warhammer MMO | (Cancelled Project) | UE5

- Owned macro world design for an open-world MMO, defined POI placement, progression routes, and gameplay spaces across the world map.
- With company permission, I assisted the co-dev team with procedural level knowledge gained from Armatus and previous games.
- Established a Gaea to UE5 PCG terrain workflow for rapid terrain iteration. This allowed gameplay objectives and macro level flow to be tested quickly and much earlier in production.
- Designed the flow for a 50-player Social Hub prototype around the order of goals and player activities between combat missions.
- Developed modular combat encounter spaces using Level Instances and Data Layers, allowing combat layouts to be placed across multiple world locations.
- Mentored junior designers through feedback, iteration, and design reviews while authoring documentation, blockouts, and prototypes to communicate world design direction.

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

- Served as the primary Level Design contact, partnering daily with the Game Director on task prioritization and department coordination.
- Owned critical gameplay spaces within the roguelike procedural level system, designing combat arenas, boss arenas, and set pieces across three biomes while contributing to the team's push toward a 100+ room library.
- Managed all Level Design integration with the randomized dungeon system, resolving gameplay issues and ensuring rooms met procedural and encounter requirements.
- Led the design and iteration of a repeatable hub environment central to the roguelike loop. Iterated through multiple layouts to refine player flow of players returning between runs.
- Designed the final boss arena from initial metrics and blockout through production, established arena scale, combat requirements, and the environmental direction.
- Reviewed Level Design blockouts and provided feedback to maintain design standards across the project.
- Improved the Level Design to Environment Art pipeline by establishing clearer blockout tracking and asset handoff workflows, improving communication and production visibility across disciplines.

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

- Collaborated with the LD team to R&D procedural rulesets and principles to bring order to chaos in randomized level layouts.
- Rapidly built greybox combat spaces ranging from small encounters to large-scale arenas, implementing gameplay markup and AI navigation needs throughout each blockout.
- Worked closely with the Design and Combat teams to rapidly prototype spaces needed for new gameplay ideas.

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

- Implemented gameplay scripting for narrative and mission content using Blueprint scripting, Gameplay Tags, and Trigger Volumes, creating dialogue events, mission triggers, progression systems, and NPC interactions throughout the Sanctum hub and story missions.
- Re-visited all realms and added sandbox gameplay objectives and hidden travel networks (phase nodes) to the free roam game mode, requiring in-game Spirit Vision to toggle visibility and access.

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

- Established the initial Fire Realm blockout and design foundation, collaborated with Level Designers as the world expanded into a large-scale open-world environment. Took ownership of final design passes, polish, and production iteration across multiple sub-zones through release, helping maintain design consistency across the expansion.
- Implemented and ensured level functionality across the realm - NavMesh, traversal markers, gameplay markup, world and asset collision, and encounter setups.
- Worked directly with Engineering and Encounter Design to develop the Moirax boss arena, supporting its multi-phase combat mechanics and arena flow.

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

- Inheriting the Earth Realm midway through development, I collaborated with the World Design lead to refine level flow, navigation, and player guidance while maintaining design consistency through production.
- Implemented design changes level wide and owned the final development of the Crimson Glades and Alluvial Plains sub-zones from blockout through production.
- Owned gameplay implementation across the Earth Realm, which included AI navigation, traversal, gameplay markup, and greyboxed the Grieves Sunsteel and Macros boss arenas.

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

- Worked with the Design Lead on dungeon layouts, macro story beats, and managing the dungeon system.
- Designed boss arenas and dungeon entrances, as well as established their looks and themes.
- Updated art and kits across each biome.
- 3D World Map modeled and textured with World Machine.

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

- Improved Open World Pipeline and standards.
- World Machine tiled landscape to UE4 World Composition.
- Designed POIs around melee and mounted combat.
- Built a Greek agora kit in 3dsMax to be used in POIs.
- Balanced loot distribution based on zone threat level.
- Set up and tuned Procedural Foliage Spawners.
- Collaborated with ENV to build and fix a modular boat dock kit.

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

- Propped and set dressed individual, themed rooms to be used in Procedural Dungeons - Crypt, Ice Caves, Lava Caves, Castle, and Grasslands.
- Established pipelines for procedural foliage spawners, tuned each individual plant's life and scattering.
- Large landscape sculpt passes - road networks, hero lake, and river systems across a tiled landscape.
- Early World Machine prototyping.