

Winston Weems II

Senior Level Designer • Gameplay & World Design
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SKILLS

- Level Design
- Combat Design
- Encounter Design
- Open World Design
- World Building
- Spatial Design
- Gameplay Flow
- Player Guidance
- Rapid Prototyping
- Unreal Engine 4/5
- Blueprint Visual Scripting
- Gameplay Systems Integration
- Gameplay Tags
- Nav Mesh
- Level Instances
- Data Layers
- Gaea Terrain Design
- UE5 Modeling
- Blender
- Rhino 8
- Design Leadership
- Cross Disciplinary Collaboration
- Documentation
- Mentorship

WORK EXPERIENCE

Game / Level Designer - Parallel Studios

(2026 - 2026)

Colony | (Mobile) | UE5

- Collaborated with the Design Director and Lead Engineer to refine the Lane Battler prototype into a GDC demo, then expanded the design into a 30-level Closed Beta campaign.
- 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
- Designed six unique boss encounters with custom mechanics, attack patterns, and encounter pacing, collaborating with Animation to define each boss's combat identity.

Game / Level Designer - Parallel Studios

(2025 - 2026)

Sanctuary | (PC) | UE5 | Extraction Shooter

- Led a level design audit and redesign pass on an existing environment, improving traversal routes, combat spaces, readability, and player navigation ahead of public alpha.
- Defined traversal and gameplay metrics for the player movement kit, 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, combat opportunities, 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 integrating loot tiers, spawn placement, and extraction locations into level layouts that created risk/reward decisions.

Senior Level Designer - Jackalypsic (Co-Dev)

(2024 - 2025)

Warhammer MMO | (Cancelled Project) | UE5

- Owned macro world design for an open-world MMO, defining POI placement, progression routes, and gameplay spaces across the world map.
- Built a Gaea and UE5 PCG terrain workflow for rapid terrain iteration, allowing gameplay objectives, traversal routes, and encounters to be tested earlier in production.
- Designed a 50-player Social Hub prototype, planning arrival spaces, navigation paths, and social areas around the order of player activities within the hub.
- 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

- Owned critical gameplay spaces within the roguelike room 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 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 navigation, encounter pacing, and the flow of returning players between runs.
- Served as the primary Level Design contact, partnering with the Game Director on milestone planning, task prioritization, and department coordination.
- Designed the final boss arena from initial metrics and blockout through production, establishing arena scale, combat requirements, and the environmental direction for the final space.
- Reviewed Level Design blockouts and provided feedback on gameplay flow, encounter pacing, and player readability to maintain design standards across the project.
- Improved the Level Design to Environment Art pipeline with Production 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

- Designed and owned graybox combat spaces ranging from small encounters to large-scale arenas, implementing gameplay markup, AI navigation, and required level functionality throughout each blockout.
- Rapidly prototyped gameplay ideas through graybox environments, testing combat mechanics and encounter concepts through playtests.
- Owned gameplay implementation for combat spaces, including navigation, gameplay setup, debugging, and optimization to ensure production-ready levels.

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.
- Designed and scripted companion behaviors that supported exploration, combat, and narrative pacing, collaborating with Narrative to refine NPC interactions and encounter flow.

Level Designer - Counterplay Games

(2020 - 2021)

Godfall - Fire and Darkness | (PS4, PS5, PC, Xbox) | UE4

- Established the initial Fire Realm blockout and design foundation, collaborating 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 level functionality across the expansion, including navigation, traversal markers, gameplay markup, and encounter setup for exploration and combat spaces.
- Created environmental destruction layouts that reinforced combat pacing, player movement, and moment-to-moment encounter decisions.
- Collaborated with Engineering and Encounter Design to develop the Moirax boss arena, supporting its multi-phase combat mechanics, arena flow, and encounter pacing.

Level Designer - Counterplay Games

(2020 - 2020)

Godfall - (PS4, PS5, PC, Xbox) | PS5 Launch Title | UE4

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

Level Designer - Industry Games

(2018 - 2020)

Dungeons of Sundaria | (PS5, PC) | UE4

- Designed and handcrafted eight unique dungeon layouts, integrating themed environments, enemy encounters, gameplay mechanics, and player progression flow.
- Blocked out the game's hub world, establishing navigation and player flow within a fixed-camera perspective.

Level Designer - Industry Games

(2017 - 2018)

Zeus' Battlegrounds | (PC) | UE4

- Designed the layout of a melee-focused battle royale map, balancing loot distribution, traversal, landmarks, and player encounters across an open world. Created themed towns and landmarks using World Machine terrain workflows and UE4 terrain tools.

World Builder - Industry Games

(2015 - 2017)

Kings and Heroes | (PC) | UE4

- Designed and populated a 50 km² open world with themed regions, towns, landmarks, and environmental storytelling supporting exploration and player progression.
- Designed and blocked out singular themed levels to be used in procedurally generated dungeon layouts - Crypt, Ice Caves, Lava Caves, Castle, Grasslands.