

Wyatt Ingle

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Level Designer

Blockouts, Encounters, Mission Scripting

Level Designer – *Blind Squirrel Games*, Irvine, California

Feb 2022 – Present

✓ ***State of Decay 3, a TPS Co-Op experience***

- Grayblock open-world combat-focused POIs using a modular kit, while working with Level Artists and Mission Designers to ensure their needs are met.
- Act as the primary level designer for player bases, emphasizing readability for the user experience of base-building, while also optimizing the space for combat.
- Place loot, traversal markup, and enemies within open-world POIs.
- Work with multiple disciplines to decide on level metrics for a third-person shooter with 4-player co-op.
- Utilize Errant Photon and Havok Navmesh tools to create landscape and generate navigation.
- Review and provide feedback on two junior Level Designers' grayblock.

✓ ***Delta Force, an FPS Campaign***

- Designed a wave-based defense level for an FPS campaign, utilizing the player's own cognitive map of the space to surprise and delight them.
- Created a linear FPS campaign level with two possible routes for completion: providing overlook from rooftops or proceeding through a well-occluded marketplace.
- Used Level Scripting and Level Sequencer to create unique enemy encounters.

Game Designer – *ArtCraft Entertainment*, Austin, Texas

Jul 2018 – Feb 2022

✓ ***Crowfall, a MMORPG (July 2021)***

- Level designer for the New Player Experience, figuring out how to use our procedural world generation tools to create a curated experience.
- Managed game economy using loot tables for procedurally-generated worlds that changed dynamically based on player actions
- Worked in JSON to create objectives within the core gameplay loop.
- Wrote a lore piece for one of the game's enemy races, the Enbarri.

Hobbies include gaming, weightlifting, terrariums and finding new ways to brew coffee.