

Sean Ervin

TECHNICAL/LEVEL DESIGNER



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TEAM PROJECTS

SeaFeud January '23 - May '23

Lead Game Designer • 44 Person Team • Unreal Engine 5

- Led as the Game Designer for a kart racing game.
- Communicated with the lead designers, programmers, and artists towards a fleshed out vision of the game.
- Communicated with stakeholders on the status of the game.
- Designed the mechanic to swap vehicles to dynamically change the stats of the player mid-race.
- Playtested game for glitches and bugs.
- Adjusted and iterated settings based on playtester feedback.

Asurya's Embers July '24 - November '24

Combat Designer • 21 Person Team • Unreal Engine 5

- Designed the boss and enemy behaviors.
- Designed two combat arenas for boss fights and enemy waves.
- Designed combat encounters in levels.
- Scripted small simple puzzle events that uses pullies to lift and lower the player with UE5 Blueprints.
- Scripted rocks to fall onto the boss to deal damage with UE5 Blueprints.

INDIVIDUAL PROJECTS

Bombs Go Boom August '23 - November '23

Technical/Level • Dying Light: Chrome Engine

- Designed a level around parkour and backtracking.
- Scripted new elements where falling debris from the ceiling deters the player.
- Designed for the level to dynamically change as the player backtracks.

Camryn January '24 - May '24

Technical/Level Designer • Fallout 4: Creation Kit Engine

- Scripted and designed a horror level and new mechanic using a camera to flash lights to reveal and manifest objects.
- Scripted and designed various puzzles using the new camera mechanic.

Beats Per Minutemen May '23 - June '23

Technical/Level • Fallout 4: Creation Kit Engine

- Scripted a rhythm game mechanic within *Fallout 4*.
 - Rhythm mechanic has players needing to shoot enemies and objects on beat to deal extra damage or activate traps.
- Scripted a custom gun that will upgrade if the player can consecutively shoot on beat.

SOFTWARE/PROGRAMS

- **Game Engines:**
 - Unreal Engine 5
 - Unity
 - Creation Kit for *Fallout 4*
- **Programming Languages:**
 - Unreal Engine 5 Blueprints
 - Python
- **Other Programs**
 - Adobe Illustrator
 - Adobe Photoshop
 - Adobe After Effects
 - Adobe Premier Pro

EDUCATION & CERTIFICATIONS

Southern Methodist University: Guildhall

Major: Graduate Certificate in Level Design

Texas A&M University: Visualization

Major: B.S. in Visualization

Minor: Game Design

SOFT SKILLS

- Problem-solving
- Collaboration
- Written and verbal communication
- Pre-planning with map designs and documentation