

DAVID D'ORAZIO

GAME | LEVEL DESIGNER

Education

HONOURS BACHELOR OF GAME DESIGN

SHERIDAN COLLEGE | 2017-2021

Experience

Level Designer for Alderon Games

April 2023 - November 2025

Project: **Path of Titans**

- Greyboxed prototypes to define spatial layout, pacing, and player flow.
- Collaborated closely with designers and artists throughout development.
- Contributed to level creation from pre-production through final completion.

Project: **Unannounced (NDA)**

- Built greybox prototypes to establish spatial layout, player flow, and points of interest.
- Crafted narrative frameworks tailored to the unique purpose and mood of each location.

Level Designer for Stitch Media

September 2021 - November 2022

Project: **Broken Spectre**

- Created level layouts focused on natural player guidance, pacing, and flow.
- Communicated and iterated with multidisciplinary teams to maintain a unified design vision
- Integrated gameplay systems and audio assets directly into levels using in-house tools

Project: **Terrorarium**

- Created multiple levels for the Mighty Update, focusing on pacing, flow, and player experience.
- Communicated and aligned design decisions with the wider level design team.
- Improved levels through repeated iteration based on user-testing feedback.

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Skills

- Prototyping
- Greyboxing
- Level/Environment Design
- Planning & Implementation
- Design Documentation
- Active Communication

Tools

- Unity
- Unreal Engine 5
- C# Scripting
- Blender
- Photoshop
- Audacity
- Microsoft Office Suite

Achievements

Broken Spectre

GDC Play | *Best in play* winner
2024

VR Awards | *VR Experience of the year*
2023

Flow Weaver

Cinequest VR Awards | *Best VR Game*
Winner 2021

Interests

- Formula One
- Hockey
- Miniature Wargaming
- Cars
- First Person Shooters
- Role Playing Games