

DAVID D'ORAZIO

LEVEL DESIGNER

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Education

HONOURS BACHELOR OF GAME DESIGN

SHERIDAN COLLEGE

2017-2021

Experience

Level Designer for Alderon Games

April 2023 - Current

Project: **Unannounced (NDA)**

- Greyboxing different point of interests
- Working alongside and communicating with other designers and artists
- Creating narratives for the greyboxes

Level Designer for Stitch Media

September 2021 - November 2022

Project: **Broken Spectre**

- Planned and constructed levels that guide players through the game naturally
- Worked alongside and communicated with designers and artists
- Used custom tools to impliment logic & sounds within the levels

Project: **Terrorarium**

- Planned and constructed 15 levels for the games "Mighty Update"
- Worked alongside and communicated with other level designers
- Constantly iterated on the levels based on user tested feedback

Skills

Prototyping

Greyboxing

Core Design Development

Planning & Implimentation

Playtesting/Quality Assurance

Ability to work in a team

Tools

Unity

Unreal Engine

C# Scripting

Blender

Photoshop

Audacity

Microsoft Office Suite

Interests

Formula One

Hockey

Miniature wargaming

Cars

Musicals

FPS