

DAVID D'ORAZIO

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**

- Greyboxing points of interest
- Worked alongside and communicated with designers and artists
- Worked on levels from pre-production to completion

Project: **Unannounced (NDA)**

- Greyboxing different points of interest
- Working alongside and communicating with other designers and artists
- Creating narratives for each level location

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 implement gameplay mechanics & audio 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

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Skills

Prototyping
Greyboxing
Level/Environment Design
Planning & Implimentation
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