

HAYDEN WILKINSON

PROFILE

Principal Level Designer with over two decades of experience telling stories and crafting memorable moments for players.

My skill-set includes level layout, gameplay scripting, rapid prototyping, systems design, and problem solving.

EMPLOYMENT HISTORY

Compulsion Games, 11/2015 - Current
(Xbox Games Studio), Montreal, QC

Principal Level Designer - Unannounced Game

- Collaborating with Design, Art, Audio and Narrative departments to rapidly produce several Level, Systems and Combat Prototypes, including scripting and 2d layout tasks
- Assisting with interviewing and onboarding new Level Design team members

Principal Level Designer - South of Midnight

- Worked on the intro level, the flooded village, and the swamp level, as well as one of the Bottle Run levels and the Two-Toed Tom Boss Fight
- Responsible for purposing and prototyping level ingredients, Scripting in level events and sequences, white boxing levels and 2d level layouts/plans
- Implemented level objectives, save/load scripting and waypoint management
- Worked with the Art, Audio and Narrative team to ensure the implementation of VO, with a focus on narrative and environmental storytelling

Sr Level Designer - Lightbearer DLC for We Happy Few

- Responsible, in part, for the conception of the Lightbearer DLC
- Design and implementation of gameplay mechanics, and level layout and construction of gameplay spaces
- Worked extensively with the narrative department to ensure the quality and implementation of VO, Story and Gameplay Beats
- Led the small group of developers attached to this assignment

Sr Level Designer - We Happy Few

- Design and implementation of gameplay mechanics, level layout and construction of gameplay spaces
- Extensive testing across all the levels I worked on ensuring procedural content was loading correctly and game behavior was consistent
- Worked along side Narrative to ensure implementation of VO and key story beats

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SKILLS

- Extensive experience in Unreal Engine 5
- Conceptual designs, layouts and documentation for game play mechanics/elements and environments
- Strong understanding of architecture, composition and player direction
- Extensive experience designing layouts for Single and Multi-Player games

TOOLS

- Unreal Engine 5
- Blueprint
- Photoshop
- Sketch Up
- Miro
- Notion
- Jira
- Da Vinci Resolve

AWARDS

- Peabody Award Winner: South of Midnight
- BAFTA Award for Best New IP: South of Midnight
- Canadian Game Awards, Game of the Year: South of Midnight

Television Producer/Editor, 11/2010 - 06/2015

Broadcast Television, Baton Rouge, LA

- Produced, directed and edited over thirty episodes of a popular network program, created dozens of commercial spots, and was responsible for a wide range of media material, including graphic art, audio, 3D models, copy and product design.

Griptonite Games, 04/2008 - 11/2010

(Foundation 9), Kirkland, WA

Sr Level Designer - Where the Wild Things Are

- Helped the team go from alpha to ship with level construction, implementation of VO, scripting gameplay sequences and cinematics. Additional help with bug fixing and polish as we approached shipping

Sr Level Designer - Eragon

- Designed and built two multiplayer levels in Maya with scripting done in Lua

Surreal Software, 02/2006 - 03/2008

Midway Entertainment, Seattle, WA

Sr Level Designer - This is Vegas (Announced but then Canceled)

- Responsible for extensive research, design and construction of road networks through-out the game world, as well as the design and implementation of persistent events found in various areas of the game world
- Created a Camera Security System for casino elevators, when the player enters the elevator the view switches to the security camera and scripted sequences via sequencer would play out until the player left the elevator