

DAVID BISHOP Level Designer

Portfolio • LinkedIn • drbishop.mfa@gmail.com • Collierville, TN

PROFESSIONAL SUMMARY

Recent game design graduate with a strong portfolio of playable Unreal Engine and Unity prototypes spanning RPG, survival, puzzle, and action-adventure genres. I'm open to relocation and highly motivated to step into an entry-level role where I can continue growing my skills, contribute creatively, and help build engaging and memorable player experiences.

CORE SKILLS

Game/Level Design White boxing, game design documentation, player pathing and pacing, cinematic and narrative design, experience across multiple game genres, debugging and testing

Technical Tools Unreal Engine 5, Unity, Photoshop, Maya, Asana, Trello, Linear, Jira, GIT, Perforce

Scripting & Logic C#, Unreal Engine Blueprints

Collaboration Strong communicator, team-oriented leader, fast learner, highly motivated, adaptable

EDUCATION

MFA Game Development, Level Design Academy of Art University. 3.86 GPA *President's List* (2025)

Bachelor of Business Administration West Virginia University. *Marching band, alto saxophone* (2020)

EXPERIENCE

Fulfillment Associate Amazon Warehouse, Order-Picker Operator (2022-Present)

DESIGN & SCRIPTING PROJECTS

Team Lead, Game/Level Designer Freedom-bound, UE5, Oct 2024 – Dec 2024 [Project Link](#)

I led a 10-person team through production of a sci-fi RPG prototype. Owned scope, task distribution, and milestone planning. Collaborated with environmental artists on post-apocalyptic worldbuilding and layout. Contributed directly to level design and gameplay scripting.

Team Lead, Game/Level Designer Into the Frontier, UE5, Sept 2024 – Oct 2024 [Project Link](#)

Led a 6-person team developing a survival-driven sci-fi prototype. Defined core gameplay direction and managed asset and production pipelines. Designed environments and progression spaces to support survival systems.

Game/Level Designer Alleria's Legacy MFA Thesis Project, UE5, June 2024 – Dec 2025 [Project Link](#)

Designed and built an open-world RPG in Unreal Engine 5. White boxed a large-scale fantasy landscape with multiple traversal routes. Implemented quest systems, ranged combat, and narrative cutscenes.

Game/Level Designer Sanctuary, UE4, Sept 2023 – Oct 2023 [Project Link](#)

White boxed and authored a modern transit hub with controlled pacing and a defined player path. Implemented scripted events, triggers, and cinematics via Unreal Sequencer.

Game/Level Designer Mystery of the Temple, UE4, Oct 2023 - Nov 2023 [Project Link](#)

White boxed an underground temple with a 4-step puzzle including rotating pillars, pressure plates, and interactable fire braziers. Scripted events and logic, triggers, and a few cinematics using Unreal Sequencer.