

DAVID BISHOP **Level/Game Designer**

[Portfolio](#) • [LinkedIn](#) • david@bishops cathedral.com • Collierville, TN

CORE SKILLS

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

Technical Tools Unreal Engine 5, Unity, Construct 3, Photoshop, Maya

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)

DESIGN & SCRIPTING PROJECTS

Team Lead, Level/Game Designer *Freedom-Bound*, Sci-fi RPG Prototype [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, Level/Game Designer *Into the Frontier*, Sci-Fi Survival Prototype [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.

Level/Game Designer *Alleria's Legacy*, Open-World RPG MFA Thesis Project [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.

Level Designer *Sanctuary*, Action-Adventure Prototype [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 Blueprints.

Gameplay Programmer/Designer Top-Down RPG Prototype/Boss Fight Simulator

Implemented core gameplay systems in Unity using C#. Built inventory, quest logic, combat systems, and a boss encounter. Designed and scripted three multi-phase boss encounters in Unity. Implemented mechanics, phase transitions, and combat pacing in C#.

ADDITIONAL EXPERIENCE

Fulfillment Associate Amazon Warehouse (2022-Present)