

DAVID BISHOP Level Designer

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

PROFESSIONAL SUMMARY

I have experience working with multiple multi-disciplinary teams designing and collaborating on immersive level layouts, as well as the creation of personal and education projects across Unity and Unreal spanning several different game genres. I'm open to relocation and highly motivated to step into a new role where I can continue growing my skills, contribute creatively, and help build engaging and memorable player experiences.

CORE SKILLS

Level Design White boxing, game design documentation, player pathing and pacing, cinematic and narrative design, experience across multiple game genres, thorough playtesting and iteration

Technical Tools Unreal Engine 5, Unity, Photoshop, Maya, Asana, Trello, Diversion, GIT

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)

WORK EXPERIENCE

Level Designer Icarus Alpha, Aescension, UE5, Jul 2026 – Present

Worked with senior developers to design, iterate, and implement immersive level layouts for the game's home base system that aligned with project parameters. Created and completed scripting tasks for the game's world map system.

Level Designer Sacrificio Games, Unannounced Project, UE5, Jul 2026 – Present

Designed and implemented multiple engaging level layouts to create immersive gameplay experiences. Collaborated with level artists to execute innovative designs that aligned with project specifications. Maintained comprehensive level design documentation, facilitating efficient team communication and workflow.

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.