

David Bishop

Game/Level Designer

 david@bishopscathedral.com
 Collierville, TN
 [Portfolio](#)
 [LinkedIn](#)

EDUCATION

Bachelor of Business Administration

West Virginia University

 2014 - 2020

 Morgantown, WV

Master of Fine Arts

Academy of Art University

GPA: 3.86

 2023 - 2025

 San Francisco, CA

Honors

WVU President's List	Spring 2016
WVU Dean's List	Spring 2020
AAU President's List	Spring 2023
AAU President's List	Spring 2024
AAU President's List	Fall 2024
AAU President's List	Spring 2025

SKILLS

Unity

Unreal Engine

Construct 3

Photoshop

Maya

Scripting

C#

Blueprints (UE)

Level Design Experience

GAM 607 – Action Adventure & RPG Level Design

Academy of Art University

Sept 2023 – Dec 2023

San Francisco, CA

The Underground Train Station Level

- Designed an underground train station level including a train terminal, navigation area, ticket booth, and supply closet. Player had to investigate and avoid enemies to escape.

The Puzzle Level

- Designed an underground temple on an alien world that had a 4-step puzzle for the player to solve and complete.

The RPG Level

- Designed an abandoned medieval ghost town with 4 different buildings and a quest line to complete.

Scripting Experience

GAM 655 – Scripting for Games 2

Academy of Art University

Sept 2023 – Dec 2023

San Francisco, CA

Midterm

- Created a 2D top-down RPG, with a quest line and a boss fight

Final

- Created a boss battle simulator with 3 differently designed boss fights

Other Experience

Amazon Warehouse

Oct 2022 – current

Byhalia, MS

- Fulfillment Associate – Operated order picker and picked items for customers.

Extracurricular

West Virginia Marching Band

Fall 2014 – Fall 2018

- Alto Saxophone player for 12 years