





# DAVID ROBSON

## LEVEL & ENCOUNTER DESIGNER

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### EMPLOYMENT

**Level & Encounter Designer: Tactical AR** (shipped: tacticalar.net)  
*Tactical AR*

**July 2019 – Jan. 2020**

- Shaped 3D VR spaces to simulate combat training courses that utilize locomotion in 30ft by 30ft spaces
- Created target and obstacle encounters for trainees for use at trade shows and within their organizations
- Researched training spaces used by military and law enforcement agencies
- Redesigned and troubleshoot in-software editor for users to create their own courses as needed

**IT Technician/Helpdesk: IT Dept.**  
*DigiPen Institute of Technology*

**Sept. 2018 – Dec. 2019**

- Responded to students and faculty with technology-related troubleshooting
- Built and repaired PCs for use in a networked open office environment
- Assisted with deploying software divided into multiple VLAN environments
- Maintained 350+ computers on multiple networked open office environments for game teams

### GAME PROJECTS

**Level & Encounter Designer: Just Desserts**  
*3D Adventure Platformer – (Team of 9) – Unreal Engine 4.22.3*

**Sept. 2019 – Present**

- Researched and developed 5+ demo levels that utilize a blend of platforming and adventure components
- Designed a robust and easily expandable uniform system for 3D combat and movement for all characters
- Performed dozens of lighting passes and oversaw 10+ sound passes over levels
- Developed 10+ sandboxes for testing of various components of the project
- Simultaneously balanced the scope and vision for the game to have as much content as possible
- Created and maintained a design document for the team to use

**Level & Encounter Designer: I Am Goopy** (shipped: Steam)  
*2D Angled Top-Down Puzzle/Exploration Game - (Team of 7) – Custom C++ Engine*

**Sept. 2018 – June 2019**

- Orchestrated massive design pivot to new theme, with new designs, music, and art entirely from scratch
- Built 20+ level layouts to contain each puzzle and pieced them together to form cohesive levels
- Researched and designed puzzle systems and approximately 2,000 puzzles to fit within the systems
- Established tile map layer organizational systems in Tiled to improve engine and development efficiency
- Ran playtests to test accessibility design and determine learning and difficulty curves of puzzle systems
- Responsible for creating design document for team to inform design and technical decisions

### EDUCATION

**Bachelor of Arts in Game Design (Minor in Psychology)** **April 2021**

- DigiPen Institute of Technology

### GAME AWARDS

**I Am Goopy**

- DreamHack Atlanta 2019 – Student Showcase Project
  - Contacted directly by event organizers to be 1 of only 16 games to be showcased from around the world
- PAX West 2019 – Showcase Project
  - Unanimously selected by panel of instructors, mentors and peers to represent DigiPen at PAX West

### PERSONAL AWARDS

- Excellence in Information Technology
  - Awarded March 2017 by Safeway, Inc.
- Eagle Scout Award
  - Awarded July 2012 by Boy Scouts of America

### LANGUAGES

- English (Native)
- German (Conversational)
- Japanese (Familiar)
- Spanish (Familiar)

### SKILLS

#### Design

Level Design  
Puzzle Design  
Encounter Design  
White boxing  
Prototyping

#### Technical

Unreal  
Unity  
Scripting/Blueprints  
Source Control  
Troubleshooting

#### Production

Team Management  
Timeline Management  
Scrum Boards  
Presentations  
AGILE Methods