Isaac Fraser

Game Designer | Level Designer

*Academy of Interactive Entertainment Graduate with 2 years’ experience designing video games and levels for PC and VR platforms.*

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# Skills

## Hard

Game & Level Design

* Level design, greyboxing and blockout, level optimization
* UI design and art
* Intrinsic Game Design Documentation

Level Editors

* Unreal
* Unity

Programming

* C#

Software

* Adobe Photoshop
* Mira, Trello
* Perforce

## Soft

* Adaptability
* Communication
* Interpersonal skills
* Leadership
* Organization
* Patience
* Problem solving
* Resilience
* Self-confidence

# Experience

## Outback Breakout (2023)

* <https://badbunyips.itch.io/outback-breakout>
* Role: Level Designer
  + Composed and iterated on relevant game design documentation
  + Designed the interior layout of the playable area, achieving a balance between believability and enjoyability
  + Developed an asset list for the pub’s interior components, setting clear goals for the artists working on them
  + Regularly participated in active group discussions with team members regarding the game’s direction and vision.
  + Promoted the game via social media by creating and uploading a trailer to YouTube

## Hunker Down (2024)

* <https://hunker-down-team.itch.io/hunker-down>
* Role: Gameplay Designer
  + Combat design: Designed the weapon-handling mechanics and planned out how the two weapons would be handled and reloaded
  + Gameplay design: tested and adjusted multiple variables (including but not limited to: [player damage, fire-rate & ammunition], [enemy health, speed and damage]) creating a balance which catalyzes a challenging but enjoyable experience.

## DDoS (2024)

* <https://undeadpettinzoo.itch.io/ddos>
* Role: Level Designer
  + Drafted, designed, developed, and iterated on a level designed for high-speed combat
  + Optimized the level: Occlusion culling, removing unnecessary colliders and reducing lighting & reflection

# Education

* Lambton High School (2017 – 2022)
* Academy of Interactive Entertainment - Games Design & Production
  + Diploma of Screen & Media (2023)
  + Diploma of Visual Arts (2023)
  + Advanced Diploma of Professional Game Development (2024)