

PERSONAL PROFILE

Hey! I love making levels that tell stories about what's happening in the world as the player travels through the level as well as creating memorable moments that leave the player in awe. Although narrative and 'wow' moments are fun additions, player agency is what I see as key in my levels empowering the player to make choices so they can complete the level the way they feel is best.

Level Design gives me joy in a variety of ways from watching people play something I've created to help others out to try and bring out their best as I love seeing what others are making too! When I'm not designing levels you can find me playing tactical shooters or building some Lego

PROFESSIONAL SKILLS

Tools:



Skills:

- Level Design
- Game Design
- Visual Scripting
- 3D Modelling

REACH ME AT:



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INTERESTS & HOBBIES

Game Jams
Game Development Challenges
Making Custom maps and levels for games
Indoor Bowling
Lego
Films

ETHAN TOPPING

LEVEL/GAME DESIGNER

PROJECT EXPERIENCE

Sept 2023 - May 2024

University Major Project - Level Design (UE5)

- Uncharted Inspired Level Design Project
- Cinematics, Scripted Sequences and Gameplay Blueprints
- Pre Production, Grey boxing, and Layout
- Combat, traversal and Puzzle Design
- Moving Truck Level
- Focus on pacing and light narrative elements

Sept 2022 - Sept 2023

Internship Brain & Nerd - Game Designer (Unity)

- 1 Year long internship program
- Worked on 2 projects (Odinheim & An Unannounced Project)
- Colony Management design and balance. Terrain generation and Rules
- Coop survival party game and level design
- Worked with the Design Team to create and iterate on design documents, game systems and consistency in levels

Sept 2023

Design Den Challenge - Level Design (HL2/Hammer)

- Week Long Design Challenge with 'Make an Entrance' Theme
- Combat Design and rapid iteration with deadline
- Scripted AI encounters and used hammers I/O system to create unique gameplay
- Grey Boxed to Initial art pass

Sept 2022

Personal Project - Level Design (Open Fortress/Hammer)

- Competitive Free for All Multiplayer map
- Worked from a friends initial blockout to refine and define the map
- Scripted a player activated airstrike and a player controlled turret to work in multiplayer.
- Designed the map to include a competitive yet fun layout making use of Open Fortress's movement mechanics
- Hosted several playtesting sessions to inform and validate design decisions

EDUCATION BACKGROUND

Ulster University

Bachelor of Design in Game Design, 2020-2024

- Level Design
- Gameplay Prototyping
- Asset Development

Belfast Metropolitan College

Higher National Diploma in Game Design, 2018-2020

- Graduated with distinction
- Level design/gameplay scripting
- 3D Modelling
- Mobile Game development