

# GEORGE RANKIN

SENIOR LEVEL DESIGNER

## OBJECTIVE

To synergize interdisciplinary teams and craft player-tailored spaces and sequences that leave a lasting impression.

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## PROFILE

Level Designer based in Frankfurt with 6+ years of industry experience. Deeply familiar with Single Player, Multiplayer, Linear, Sandbox, Co-Op, and Competitive level requirements for wide variety of game projects.

## SKILLS

- Deep understanding of level devlierables
- Strong visual scripting skills
- Production Liaising
- 3D Modelling and texturing experience
- Interdisciplinary communication
- Documentation writing
- Version Control

## SOFTWARE

- Unreal Engine, StarEngine
- Perforce
- JIRA, Confluence
- PhotoShop
- Microsoft Office

## EDUCATION

### GAME DESIGN & PRODUCTION MANAGEMENT

Abertay University  
2015 - 2017

### ART OF GAME DESIGN

University of Cumbria  
2013 - 2015

## EXPERIENCE

**SENIOR LEVEL DESIGNER** Dec, 2023 - Present

**LEVEL DESIGNER 3** Apr, 2021 - Dec, 2023

Cloud Imperium Games - Star Citizen's Persistent Universe

- Shipped live demo sequences and confererence ready levels
- Delivered 50+ open-world sandbox levels using modular parts and systemic gameplay
- Planned future content, systems, and goals, alongside leads / directors
- Liaised Inter-disciplinary teams involving tool development and MP playtests

**LEVEL DESIGNER** Sep, 2018 - Mar, 2021

Supermassive Games - The Dark Pictures & Little Nightmares 2

- Responsible for delivering multiple levels from whitebox to final quality
- Constructed additional in-house gameplay systems within franchise limits
- Sole developer of in-house debug system for studio-wide and outsourcer use
- Design Team's Automation Expert for Programmer profiling

**LEVEL DESIGN INTERN** Jan, 2018 - Jul, 2018

Splash Damage - Cancelled Project

- Crafted a multi-objective first playable benchmark level
- Integrated gameplay programmers' tools and AI markup
- Conducted weekly playtests with cross-discipline team
- Feedback refined / optimised the benchmark level, and escalated bugs / issues