



Jaden Corrado

Level Designer



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Experience

Online Instructor: iD Tech Camps

May 2023 - August 2023

- Tailored lesson plans for individual students to focus on what interests them.
- Led classes for individuals and groups on Unity, C#, Blender, and Godot 4.

Playtesting Contractor: SlugFest Games

March 2020 - August 2021

- Analyzed gameplay issues during playtesting to assess balance and useability.
- Compiled actionable feedback and presented findings in virtual meetings.

Skills

Design

- Level Design
- Encounter Design
- Puzzle Design
- Quest Design
- World Building

Engines

- Unity
- Unreal 4
- Godot 4
- Custom Engines
- Game Maker

Technical

- C# Scripting
- Visual Scripting
- Git
- SVN

Software

- Photoshop
- Maya
- Visual Studio
- Blender
- Trello

Academic Projects

Level Designer: *Elegon*

August 2021 - April 2022

3D First Person Shooter | Unity

Team of 6

- Built 4+ sandbox levels in Maya for testing and presentation purposes.
- Maintained engagement and flow by composing 18+ enemy encounters in Unity.
- Designed 3+ levels with Pro Builder to create distinctive platforming challenges.

Level Designer: *Valkyrie Quest*

August 2020 - February 2021

3D Third Person Action Adventure | Unreal Engine 4

Team of 16

- Authored 4+ levels and utilized varied environmental archetypes to add novelty.
- Guided the player via breadcrumbing, leading lines, and landmarks.
- Built 7+ sandbox levels for testing purposes and iterated them as needed.

Level Designer: *The Rabbit's Scroll*

September 2019 - April 2020

2D Vertical Scrolling Platformer | Custom C++ Engine | Steam

Team of 12

- Created vertical level layout for 3+ unique levels and environments.
- Enabled the player to learn new gameplay mechanics in designated safe areas.
- Utilized GUI editors and JSON files to expedite level content generation.

Education

Bachelor of Arts in Game Design

December 2022

DigiPen Institute of Technology