

# CALLUM STABLES

LEVEL DESIGNER

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## RECENT PROJECTS

CURRENT

### Variance - A Rift Between Worlds

Team Size | 1

Level Designer, Systems & Gameplay Programmer, Game Designer

Responsible for all underlying systems, mechanics and design of an upcoming solo project built in Unreal Engine 5.

- Designing and implementing all underlying systems and game mechanics, alongside conceptualized game narrative and gameplay abilities.
- Implemented flexible procedural level generation systems in C++, using a variety of algorithms including A\* and DFS.
- Scripting robust AI framework using behaviour trees which support status effects and abilities.
- Crafting modular level tiles that encourage and reward player exploration with progression, integrating elements such as locked doors and hidden chests.

APR 2023

### Ilios Terrace (Overwatch Custom Map)

Team Size | 1

Level Designer

Conceptualized and created a custom Overwatch elimination level in Unreal Engine 5, using assets from the existing Overwatch map 'Ilios'.

- Developed initial 2D whiteboard and 3D blockouts. Initial designs focused on consistency, with structure taking inspiration from existing elimination maps.
- Iterated on initial design based on feedback and personal judgement.
- Conducted art pass with Overwatch assets, some remodelled to match blockout.

JAN 2023

### Shelfless - 100% Off

Team Size | 3

Level Designer, Systems & Gameplay Programmer, Game Designer

Took the lead role in designing level, UI, and 3D models in this shoplifting game built in Unreal Engine 5. Collaborated with team to conceptualize gameplay loop and craft various systems and gameplay mechanics in C++.

- Crafted level design that balance risk and reward, encouraging stealthy gameplay around high-value items, staff, and cameras.
- Modelled voxel assets in Maya, Qubicle/MagicaVoxel, Photoshop, and Aseprite.
- Coded core systems and gameplay mechanics with C++.
- Constructed an immersive UI utilizing post-FX to align with the game narrative.

SEP 2022

### The Fabryka (Dead By Daylight Custom Map)

Team Size | 1

Level Designer

Designed and implemented a custom map mod for Dead By Daylight, emphasizing vertical gameplay in a post-apocalyptic Polish construction site setting.

- Iteratively developed the environment in Unreal Engine 4, utilizing player feedback and gameplay testing, while considering a variety of killer powers to foster unique gameplay opportunities for any power.
- Incorporated functionality from Dead By Daylight to create a playable mod.
- Reimagined "Basement" structure, creating more engaging traversal options.

## EDUCATION

2020 - 2023

### BSc (Hons) Computer Science (Games Development)

University of Plymouth | Plymouth, UK

First Class (1:1) with Honours

2019 - 2020

### (CertHE) Earth Sciences

University of Plymouth | Plymouth, UK

Certificate of Higher Education

## SUMMARY

- Proficient in key game design tools such as Unreal Engine 5, Unity and Radiant Black.
- Strong background in programming, with a degree in computer science.
- Demonstrated ability to develop engaging level designs across genres.
- Experienced across both written and visual programming.
- Adaptable to work under tight deadlines.
- Understanding of visual aesthetic and its role in successful level design.
- Skilled in crafting environmental storytelling to enhance player immersion and match game narrative.

## SKILLS

Level Design

Games Design

C++

GLSL

C#

JavaScript

Python

3D Modelling

AI & Behaviour Trees

Blueprints

## TOOLS



Unreal Engine 4/5



Unity



ZBrush



Substance Painter



Autodesk Maya



Adobe Photoshop

Additional projects can be found on portfolio and GitHub.