

QUINN MACDONALD

Level Designer

CONTACT

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SKILLS

Level design
Layout design
Blockout
Storyboarding
User Flows
User Testing
Concept Sketching

TOOLS

Photoshop
Maya
Unity
Unreal Engine
Blueprints
Google Suite
Figma

ACHIEVEMENTS

1st Place - West Coast League of
Legends Collegiate Championship
Spring 2017

1st Place - Architecture Design Charette
Fall 2015

INTERESTS

Dungeons and Dragons
Digital Painting
Shadow of the Colossus
League of Legends
Badminton

WORK EXPERIENCE

Level Designer - Archiact
Unannounced Sci-fi RPG

Jan 2022 - Present

Worked under a team of experienced level designers to build the greyblock footprint for multiple missions. Iterated on the level geometry to best suit the needs of emerging gameplay features over the course of early production. Worked closely with artists and writers to ensure the level fit the needs of our art budget and narrative vision.

Experience Designer - Metanaut
Unannounced Project

Jan 2019 - Dec 2021

Over the course of 8 months, I worked closely with developers to bring to life 20+ prototypes exploring our team's innovative ideas for short, engaging VR experiences. I produced detailed feature sketches, iterative design documentation, and testable blockouts to effectively understand the feasibility of each concept.

Level Designer - Metanaut
Gadgeteer

May 2018 - Jan 2019

Designed and built a linear series of 60+ levels for the VR game Gadgeteer by Metanaut for the HTC, Oculus, and Playstation VR headsets. Facilitated design discussions when implementing the game's various mechanics. Worked with developers to iteratively create design documents and gameplay mockups for implementation.

ACADEMIC PROJECTS

Level Designer - Lux VR

Mar 2018 - Apr 2018

Interaction Design | Gameplay Pacing | Blockout

Worked in a team of 6 to develop a narrative VR experience using Unity within a 3 week timespan. Spearheaded the game's concept, and worked closely with other talented designers to flesh out the primary gameplay mechanics and interactions.

Game Designer + Artist - The Furrow

Jan 2019 - Apr 2019

Map Design | Concept Sketching | Art Direction

One of three designers working on a tactical turn based rogue-like created from the ground up. Helped to establish a clear gameplay and art direction while receiving feedback from Jason Procyk, our mentor and UX researcher at Electronic Arts.

EDUCATION

Simon Fraser University - B.A.

Sept 2014 - December 2019

Interactive Arts and Technology

CG Master Academy - Completion Certificate

May 2021 - July 2021

Level Design for Games by Shane Canning + Emilia Schatz