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|  | | Austin  House | | |
| A  H | | Senior Designer | | |
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|  | 972-795-2120 | |  | ABOUT ME |
|  | house.austin08@gmail.com | |  |
|  | Richardson, Tx | |  | *As a dedicated generalist designer, I’m deeply passionate about creating innovative and unforgettable gaming experiences that engage and excite players. I thrive in collaborative environments and believe in pushing the boundaries to unlock the full potential of each project.* |
|  | linkedin.com/in/austin-t-house | |  |
|  | austinthouse.com | |  |
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| Skills   * Level Design * Game Design and System Design * Combat Design * Rapid Prototyping * Unreal, Source, Creation Kit, Unity, iDTech * C#, UE Blueprint * P4V, Confluence, Jira, MS Suite * Photoshop, Blender   Education  Certificate in Digital Game Development with a Specialization in Level Design  *SMU Guildhall*  2012-2014  *Received the Student Nominated Honors  Award for Portals Through Time (Portal 2 Levels)*  Bachelor of Arts in Arts and Technology  *UTD*  2010-2012  *Collin College*  2008-2010  *Phi Theta Kappa Academic Honors Society* | | |  | Experience  Senior Designer, Bethesda Game Studios (Aug 2018 - Present)  ***Starfield***   * Worked as the primary designer on weapon feel and balance, and led the weapons team to create one of the best combat experiences in a Bethesda game. * Collaborated with multiple disciplines to design and implement unique game systems with a focus on combat, loot, and player progression.   ***Fallout 76 – Nuclear Winter (Action RPG, Battle Royale)***   * Co-developed the mode under the Lead Designer. * Designed and documented new features and abilities. * Balanced the weapons and the loot distribution.   ***Unannounced Project***   * Worked on a small team prototyping out a new game. * Prototyped, designed, and documented new features and mechanics. * Designed and built the main level and other test levels.   Level Designer, Escalation Studios (Oct 2014 – Aug 2018)  ***Wolfenstein 2: The New Colossus DLC – The Freedom Chronicles (FPS)***   * Designed and implemented two levels focusing on differing character abilities and combat styles. * Co-designed and implemented the challenge missions.   ***Team Fortress 2 – PassTime (Multiplayer FPS)***   * In charge of the creation of three levels from start to finish. * Co-developed the mode alongside a small team.   ***Doom 2016 – Snapmaps (FPS)***   * Developed two official multi-level adventures, The Core + Elite Series, using the in-game tool Snapmaps for upcoming free DLCs. |