



Austin
House

Senior Designer



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Richardson, Tx



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SKILLS

- Level Design
- Game Design and System Design
- Combat Design
- Unreal, Source, Creation Kit, Unity, iDTech, Godot
- C#, UE Blueprints, GD Script
- 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

ABOUT ME

As a dedicated generalist designer, I'm 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.

EXPERIENCE

Senior Designer, Bethesda Game Studios (Aug 2018 - Present)

Starfield (Action RPG)

- 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 game 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 game mode alongside a small team.

Doom 2016 – Snapmaps (FPS)

- Developed two official multi-level adventures, The Core + The Elite Guard Series, using the in-game tool Snapmaps for upcoming free DLCs.