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|  | Austin House |
| AH | 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

EducationCertificate 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* |  | ExperienceSenior 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.
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