



Austin  
House

Level Designer



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Richardson, Tx



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## SKILLS

- Level Design
- Game and System Design
- Combat Design
- Rapid Prototyping
- Unreal, Source, Creation Kit, Unity, iDTech
- C#, Blueprints
- P4V, Confluence, Jira, MS Suite
- Photoshop, 3DS Max, Blender

## EDUCATION

Certificate in Digital Game Development with a Specialization in Level Design

SMU Guildhall

2012-2014

Received the Student Nominated Honors Award for my work on *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

*Passionate, innovative, and always eager to learn; designer with 7+ years of experience working on small projects, large AAA games, and everything in between.*

When I'm not playing games, I'm out mountain biking, rock climbing, hiking, or playing board games. I've also been learning German!

## EXPERIENCE

Designer, Bethesda Game Studios (Aug 2018 - Present)

### **Starfield**

- Worked as a designer on multiple unique systems involving many different disciplines.
- Worked as the primary designer on weapon feel and balance.

### **Fallout 76 – Nuclear Winter (Action RPG, Battle Royale)**

- Developed and produced the Morgantown map for Nuclear Winter.
- Co-developed the mode under the Lead Designer.
- Designed and wrote documentation on new features and abilities.
- Co-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)**

- In charge of two levels, from idea to creation and implementation, 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 full creation of all three levels.
- 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.