



Austin  
House

Senior Designer



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Richardson, Tx



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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

## ABOUT ME

*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.*

## 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.