

Shane Hall

Level Designer

Email:
shanelewisgaryhall@icloud.com

Phone:
07756360638

LinkedIn:
[linkedin.com/in/shanehall1/](https://www.linkedin.com/in/shanehall1/)

Portfolio: <https://shane-portfolio.com>
Driving: Full Clean UK Driving License.

PROFILE

I am a highly creative games development student with a focus on level design. I have a good understanding of the development pipeline, strong skills within the Unreal Engine, with additional experience in Unity and Godot. Throughout university and previous employment, I have proven myself to be a hardworking and collaborative team member.

EDUCATION

Games Development | Bsc (Hons)

Teesside University September 2023 – July 2026

Overall Grade: 1st Class Honours

This course covers **Unreal Engine 5** and **Unity**, both **blueprinting** and **coding** while learning how to develop a wide variety of games.

I've focused on growing my skills within **mission and level design**, as I find it both interesting and enjoy the creative aspects it offers.

I have completed other **personal projects** outside of university, expanding my skills to include UE5's **terrain tools** and **Godot**, along with other skills. In addition, I have participated in multiple game jams including the **Dink Jam** and **Global Game Jam**.

Modules Include:

Advanced development techniques	92.5%
Final Year Project	90.0%
Technical design	89.8%
Journeyman (group module)	82%
Beta Arcade (group module)	81.1%

KEY SKILLS

Unreal Engine, Visual Scripting/Blueprinting, Unity, Maya, Terrain tools, Jira, Scrum, Draw.io, Team leadership and Cross discipline communication.

RELEVANT PROJECTS

Beta Arcade (group module):

I worked in a cross-discipline team to create a **story focused horror experience**, inspired by the Resident Evil franchise. My role as lead level designer included:

- Creating floor plans and level flow charts.
- Making environments that create tension.
- Understanding architectural principles.
- Working closely with the art and programming teams.
- Iteration based on playtest feedback.

Division Blockout (Industry Briefs):

A brief from Ubisoft tasked us with creating a small DLC sized additional/design for The Division 2:

- Level Architecture and using the design pipeline from Whitebox to a functional blockout.
- Key focus on lines of sight and different playstyles.
- Story beats which suited the pacing and feel of the division games.

PREVIOUS EMPLOYMENT

Trainee Heating Engineer | Bon Air

September 2022-August 2023

Skills:

- Self-organizing to split work and collaborating to get larger jobs done more quickly.
- Attention to detail.

Team Supervisor | Euro Garages (Greggs)

February 2020-September 2022

Skills:

- Training and onboarding new staff.
- Leading a team through busy periods and high stress situations.
- Learning and teaching new systems and regulations quickly.

References

Kyle Davis | Teesside University | Lecturer
Email: k.davies@tees.ac.uk

Anthony Kane | Teesside University | Course Lead
Email: a.cain@tees.ac.uk