

# **Allegra Thompson**

## **Level Designer**

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Portfolio: www.allegrathompson.ca



### **Profile**

My whole life I have loved creating my own fictional worlds and I especially love creating maps for those worlds which translates to my passion for game and level design.

#### **Technical Skills**

- **Game Engines**: Unreal Engine 5, Unity
- **Graphic Applications**: Adobe Illustrator
- **Productivity**: Microsoft Office Suite, GitHub, Jira, Confluence

## **Work Experience**

#### **Level Designer | Behaviour Interactive**

2022-Present

- Developed new map content and performed live maintenance on different maps in the asymmetrical multiplayer game Dead by Daylight
- Rebalanced existing Dead by Daylight maps by investigating their key properties and implementing changes in order to provide a more enjoyable experience for all players
- Designed, prototyped and supported the Nostromo Wreckage and Ormond Lake Mine maps from early conception to release as part of Dead by Daylight new chapter releases

#### Junior Level Designer | Knock Knock Games

2021-2022

- Developed design documents for new levels and game systems outlining the design methodology, goals, and functionality for the Vy Worlds game platform
- Created and iterated through the levels based on the design documents in the Cocos engine
- Proposed new game objects and improvements to design challenges related to existing objects

#### **Education**

Graduate Certificate, Digital Design – Game Design George Brown College	2020-2021
Bachelor of Engineering, Computer Engineering (Co-op) University of Guelph	2015-2020
Projects	
The Dark Flight	2020-2021

- Collaborated on a team to design and produce a 2D platforming game in Unity
- Developed initial game concept, gameplay mechanics, and level designs
- Managed the game's progress by creating and assigning tasks to team members

**INFERNO Base** 2020-2021

- Designed a first-person shooter level in Unreal Engine 4
- Converted initial 2D maps into a fully functional and built out level in the game engine
- Modified level elements throughout the design process to improve player experience