

Stevie Adams

Level Designer/Content Creator

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About

I am an experienced and passionate level designer previously working at Playground Games in Leamington Spa. Throughout my education, and career so far, I have become skilled in what makes a level exciting and fun utilising tools such as navigation, readability through lighting, as well as enemy and objective placement to create anticipation. Over the past several months I have worked as part of an extremely talented Level Design team at Playground to help create fantastic experiences and adrenaline fuelled gameplay for Forza Horizon 3 on Xbox One and PC.

Skills

Level/Game Design
Visual Script/Logic Script
Environment Art/Lighting

Creation of Fun and Exciting Gameplay
Difficulty Management
Props and asset creation in 3D packages

Software

Game Engines:

Fuel, Frostbite, UDK, Cryengine and Unreal 4

3D Packages/Tools:

Maya, Zbrush, Mudbox

2D Packages/Tools:

Photoshop

Work History

Playground Games, Microsoft

November 2015 – August 2016

Forza Horizon 3.

I worked as a Contract Level Designer on Forza Horizon 3 to help design Races and Open World Experiences from concept through to ship. During my time there I designed the initial white box layout of areas in the world before handing it over to the environment team. This tied into other work I performed for race route creation and made sure that those areas kept to the theme and layout of how I had designed them. Following that I worked on world and race readability, ensuring that the player could understand and navigate the races as effectively as possible which tied into working with gameplay balancing, optimisation and iteration on all of the content within the game to ensure that they could be as fun and exciting as possible.

Ghost Games/Criterion, EA

April 2015 – October 2015

Need for Speed

I worked as a Contract Content Creator for Ghost Games, but was situated in the Criterion studio in Guildford, to help develop the cop experience for Need for Speed across all platforms. I was put in charge of the creation of the entire road network system including the design of a spline network across the game. The racing system, created with Frostbite schematics, then used this to create race routes around the world. This also allowed the player to read and understand where they had to go utilising the GPS system quickly and efficiently. This role allowed me to work alongside other content creators on the team to create races that had to be action packed and most importantly fun in both single, and multiplayer. I also focused on keeping the difficulty and gameplay to be both engaging and exhilarating throughout the game.

Supermassive Games, Sony

July 2014 – December 2014

Little Big Planet 3

I worked as a level designer on the LittleBigPlanet3 Team, alongside Sumo Digital, for both the Playstation3 and Playstation4 platforms. I created levels for single player, and community content, as well as many of the tutorials and mini-levels used for promotional content. These levels had to be fully playable so I had to ensure that the difficulty was consistent throughout. Additionally the levels had multiple threats, ranging from environmental to AI enemies, and all logic and scripting was optimised accordingly.

Education and Qualifications

BA(Hons) Computer Games Modelling and Animation

2010-2013

2:1 Degree from the University of Derby

Software Design - Games Design

2008-2010

Triple Distinction Btec National awarded from Uxbridge College

Abbotsfield School for Boys

2002-2007

11 GCSE's A-C grade incl. English, Maths, Science and IT

Achievements

Dissertation titled "The Different Artistic Elements of Level Direction" published. Can be viewed at <http://bit.ly/TBja0i>

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References

Craig Littler

Lead Level Designer at Playground Games

craig.littler@playground-games.com

Pete Lake

Producer at Criterion, EA

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Andrei Shires

Technical Director at Criterion, EA

andrei@criteriongames.com