

# DERRICK EISENBARTH

Level Designer

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## PROFESSIONAL SUMMARY

Creative and technically skilled game designer with hands-on experience designing levels, systems, and gameplay features in Unreal Engine 5. Adept at blueprint scripting, team collaboration, and crafting compelling game spaces from concept to prototype. Passionate about storytelling through world design and creating immersive player experiences.

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## SKILLS

### Game Development

Level Design & Blockout

Technical Design & Blueprint Scripting

World-Building & Storytelling AI Implementation & Combat Systems

Niagara Effects & Animation Integration

### Software & Tools

Unreal Engine 5

Maya & Blender

Adobe Suite

Perforce & GitHub

Jira/Confluence

### Professional Skills

Leadership & Team Collaboration

Critical Thinking & Problem Solving

Technical Writing & Documentation

Project Management (Agile)

Time Management & Organization

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## PROJECT EXPERIENCE

CAPSTONE PROJECT | Game & Level Designer (Project Lead)

August 2024 - November 2024

- **Level Design:** Created compelling gameplay spaces from paper concept to digital prototype, implementing strategic player pathways and encounter design.
- **AI Programming:** Designed and implemented intelligent enemy behaviors using Unreal. Blueprint scripting to create varied, challenging gameplay encounters.
- **Systems Development:** Built a comprehensive World Management Game System using Level Blueprint that dynamically controlled game states and environmental conditions.
- **Production:** Led a team using Agile methodology, implementing innovative workflow management and facilitating sprints with feedback cycles that improved product quality"
- **QA Process:** Established a rigorous testing framework that identified and resolved bugs while ensuring adherence to content pipelines.

RAINFOREST PROJECT | Game & Level Designer (Project Lead)

June 2024 - July 2024

- **Combat System:** Engineered a complete combat system with balanced statistics for both AI enemies and player character.
- **Asset Creation:** Designed and modeled environmental assets including the Golden Lily, plants, totems, and trees using Unreal Modeling Tool.
- **UI/UX Design:** Developed an intuitive HUD system displaying AI status, collectibles, and interactive elements to enhance player feedback.
- **Animation:** Implemented character and enemy animations, creating smooth transitions between locomotion and combat states.
- **Level Design:** Translated conceptual blockouts from Canva into functional 3D environments in Unreal Engine.

EGYPT PROJECT | Game & Level Designer (Project Lead)

January 2024 - February 2024

- **Atmospheric Design:** Created an immersive pyramid exploration experience utilizing strategic sound design and custom Niagara particle effects.
- **Mechanics Programming:** Designed and implemented core gameplay mechanics using Unreal Blueprint scripting
- **Environmental Storytelling:** Crafted a cohesive ancient Egyptian theme through environmental cues and architectural design.
- **Level Blockout:** Developed comprehensive level geometry focusing on player guidance and pacing.

JAPANESE PROJECT | Game & Level Designer

September 2023 - October 2023

- **Environmental Effects:** Developed custom Niagara particle systems to enhance level ambiance and visual storytelling.
- **Collaborative Design:** Successfully integrated multiple design concepts into a unified vision through effective team communication.
- **Level Design:** Created initial blockout focusing on gameplay flow and Japanese architectural influences.

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## EXPERIENCE

### Technology Support Technician 1

January 2021 - Present

Pomona Unified School District, Pomona, CA

- Provide technical support and troubleshooting for educational technology systems.
- Apply problem-solving skills to diagnose and resolve complex technical issues.

### IT Support Specialist Level 2

January 2019 - December 2021

Prime Healthcare Services, Ontario, CA

- Delivered advanced technical support in a fast-paced healthcare environment.
- Collaborated with cross-functional teams to implement technical improvements.

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## EDUCATION

### Bachelor of Science in Game Design

November 2024

Full Sail University, Winter Park FL

### Bachelor in Information Technology

December 2021

University of Phoenix, Phoenix, AZ