



# JACK LOPOO

Level Designer

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## Experience

JAN 2023 – MAY 2023

**Level Designer** | *Half-Life 2* CUSTOM MOD

- Scripted custom APC boss enemy behavior and actions throughout level.
- Developed system of damage stages to play VFX from boss enemy using visual scripting.
- Designed level layout to interact with APC boss enemy and dynamically change from the enemy's movement.
- Scripted other enemies to ambush player during regular playtime and during boss fight.

AUG 2022 – DEC 2022

**Level Designer** | *Conjury Revell*, ARENA SHOOTER, Released to Steam 2023

- Collaborated with systems, mission, and design leadership teams from preproduction to shipped product.
- Utilized unreal sequencer and key-framing to create smooth cinematic transitions to show player goals.
- Increased game content by 30% within the second and third level's design pipeline.
- Sandboxed and implemented levels for metrics testing according to lead level designer's vision and scope.

JAN 2022 – May 2022

**Level Designer** | *Hex Rally Racers*, KART RACER, Released to Steam 2022

- Designed Shroom Shire, one of the six tracks within the game, from concept to launch.
- Built collision for meshes and raceways between three different track teams.
- Set dressed two different track's skyboxes, raceway, foreground, and midground.
- Worked with programming and art teams to create LODs to improve performance metrics and framerate.

## Engines and Technical Tools

- Unity
- Unreal 4 & 5
- Creation Kit
- Hammer
- Dying Light Developer Tools
- Lua
- JIRA Software
- I/O Scripting
- Papyrus
- UE Blueprints
- Perforce
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- 3DS Max

## Skills

- Verbal Communication Skills
- Rapid Prototyping
- Level Integration
- Self-driven
- Collaborate
- Concept Pitching
- Quality Written Documentation
- Critical Thinking
- Problem-Solving

## Education

**Master of Interactive Technology Specialized in Level Design**, *SMU Guildhall* 2023

**Bachelor of Science in Marketing**, *LSU* 2021