**Jeremy Cavender**

**Level Designer**

+13162049872

cinderblockindie.com/leveldesign

Itsthatjeremyc@outlook.com

Hutchinson, KS, USA

**Profile**

I am a level designer who specializes in level layout and game experiences. I bring to the table a sense of purpose in exploration and rewarding players for trying new things in the environment with the skills they have aquired. Storytelling is even more intergrated in the player experience so it is important to design spaces that can show details of events and the world to the player as a means to enchance the emersion of gameplay. It pays to have someone on your team who understands that discovery and achievement is a great tool to bring worlds, characters and events to live through play.

Technical Skills

- Unity

- Unreal (Blueprints Visual Scripting)

- C#, Javascript, Python

- Blender, Maya

- Photoshop, Illustrator

Projects

Cinderblock Games - Game Developer  
Raid on Redwood Snowblood - PC (via itch.io) | WebGL

- Top Down Western Survival Shooter that requires players to survive waves of enemies for as long as possible.

- Developed the game in Unity and Made all of the 3D Assets myself in Blender

- Snowblood is a update expansion I worked on after the initial release. I added post processing, tightened up the controls and added more elements to the over all map.

- Learning better lighting techniques and including several particles helped bring the game to live with more motion.

YouTube Channel - The Level Designer  
Small channel I upload level design related content to.

- Use Unity and Unreal to try to learn and teach others about Level Design and all the techniques that can be used to make interesting game experiences.

- Try to challenge myself to make certain levels using assets found in the marketplace and link to those assets for others to try out.

- Hope to inspire and motivate others to take up design and to see what being a level designer is all about

Professional Experience

Cinderblock Games - Founder / Game Developer  
Feburary 2019 - Present, Hutchinson, KS, USA  
[www.cinderblockindie.com](http://www.cinderblockindie.com/)

- Use Unity to create game experiences and build 3D assets using Blender

- Developed game Raid on Redwood, my survival western game that is playable on itch.io and website via WebGL

- Promoted game and development process using social media while creating material using Adobe Photoshop and Premiere to produce trailers and Devlogs.

Web Specialist / Designer - Data Center Inc.  
August 2018 - Present, Hutchinson, KS, USA  
<https://datacenterinc.com/>

- Create and Design CMS websites for small banks around the country.

- Work with the bank to achieve their desired layout and design and implement desired content.

- Scan websites for ADA compliance.

Education

Devry University  
Bachelors in Multimedia Design & Development  
Janurary 2014 - June 2017