BILLY BEANLAND
Game Designer

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A passionate game designer with 5+ years of development experience specializing in level design, content design, and puzzle design.

- Technical Experience -

- Unreal Engine 4 & 5
- Adobe Creative Cloud
- Unity
- Figma
- JIRA
- Microsoft Office
- Confluence
- Perforce

- Skills -

- Level Design
- Content Design
- Unreal Blueprints
- Puzzle Design
- C# Coding
- Documentation
- Prototyping
- Agile Development

- Education -

Bachelor's in Game Design
Champlain College, Burlington, VT
- Graduated 5/19 • GPA: 3.3

Non-Degree Program
Sophia University, Tokyo, Japan
- 7/17 - 8/17

- Personal Interests -

- Drawing
- Walks
- Anime
- Punk Rock

- Experience -

Harmonix Music Systems   **December 2019 - October 2023**
A company specializing in making rhythm and music games. Projects worked on in a Game Design & QA capacity. Acquired by Epic Games in November 2021.

Fortnite Festival
QA Analyst   November 2021 - October 2023
A rhythm gamemode for *Fortnite* focused on performing songs as a band.
- Created graybox level design concepts using *Unreal Engine 5*.
- Wrote design specs on potential gameplay systems and level designs.
- Built cheats and testing tools for team members using *Unreal Blueprints*.

Rock Band 4
QA Analyst   November 2021 - October 2023
The newest installment of the Rock Band series with a focus on the Rivals Expansion and post-launch content.
- Concepted and built Rivals seasons and setlists for weekly challenge events.
- Managed seasons, events, and rewards using administrator tools.

FUSER
QA Analyst   December 2019 - March 2023
A creativity-focused rhythm game about combining sections of different songs to entertain the audience at a massive music festival.
- Created, tested, and modified post-launch levels using *Unreal Engine 4*.
- Wrote guides on using development tools in *Confluence*.
- Managed live service cosmetic offers and events using administrator tools.

- Other Projects -

Arachnotron
Level Designer   December 2018 - May 2019
A third-person action shooter where players control a robotic spider tank that can crawl on any surface while fending off a swarm of evil robotic bugs. Showcased at PAX East 2019, and Champlain Games Festival 2019.
- Helped design level sketches in VR application, *Quill*.
- Created early blockouts of levels using *Unity ProBuilder* based on level design guidelines laid out by the team.
- Implemented and tested game systems for final functionality pass.

The Twilight Dwellers
Designer   August 2018 - December 2018
A custom level for the game, *A Hat in Time*, using *Unreal Development Kit (UDK)*.
- Built level geometry and implemented polish with editor assets.
- Used *Unreal Blueprint* to program events and animations.
- Created documetation detailing game concept and level design.