

BILLY BEANLAND

Game Developer



EMAIL:
wcb482@gmail.com

PORTFOLIO:
billybeanland.wixsite.com/gamesdesign

PHONE:
+1(802)353-2242

LINKEDIN:
<https://www.linkedin.com/in/billy-beanland/>

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

- Technical Experience -

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

- Skills -

- Level Design
- Content Design
- Unreal Blueprints
- QA
- 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
- Board Games
- Anime
- Punk Rock



- Experience -

Inevitable Studios

Always In Mind

Level Designer

January 2024 - Present

January 2024 - Present

A narrative-heavy 3D adventure game about discovering lost memories within the mind. Designing levels & features centered on vehicle movement mechanics.

- Creating level design sketches with *Figma*.
- Building graybox levels from sketches with terrain and *Unity ProBuilder*.
- Prototyping and implementing new gameplay features via *C#* coding.

Harmonix Music Systems

December 2019 - October 2023

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 detailed test strategies and built test requests for various features.
- 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 live-service 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 new and existing puzzle features.