

# Conner Workman

## Level Designer

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### PERSONAL STATEMENT

Highly driven and organized designer, artist & producer dedicated to empowering teams to create exceptional game experiences.

### SOFTWARE EXPERIENCE

Unity  
Unreal  
Jira  
Adobe Premiere  
Adobe Photoshop  
Google Cloud Suite  
Microsoft Suite  
Perforce

### CORE COMPETENCIES

Team Management  
Agile Methodologies  
Project Management

### COMMUNITY PARTICIPATION

Gamecraft Student Collective  
Member 2017 - 2020  
  
Saltworks Indie Collective  
Published "Delivery Time" with group, 2018

### AWARDS

**U of U Global Game Jam**  
January 2018  
Best in show for theme

**Saltworks Game Jam**  
July 2018  
Voted best game

### EMPLOYMENT

#### **WB Games / Avalanche**, Nov 2020 - Present

- Associate Level Designer
- Design and implement gameplay, puzzle & combat spaces in "**Hogwarts Legacy**" ☞
- Handle fixes for collision, world boundaries, companion & enemy AI navigation

#### **Digital Dominion**, Jan 2019 - Jul 2019

- QA Tester & Level Designer
- Performed bug triage to prepare title for beta release
- Designed and implement levels for the 2D platformer level-creation game "**Super Retro Maker**" ☞

#### **Melon Development**, Aug 2017 - Feb 2018

- Director of Game Design
- Managed weekly updates on Melon Development's "Skybounds" server
- Coordinated update posts, change-logs & created post-related imagery every Friday
- Playtested & communicated with players for feedback on existing & desired features

### PROJECTS

#### **Entertainment Arts & Engineering Masters Program**, Oct 2019 - May 2020

- Engine: Unreal
- Producer & Level Designer for the on-rails co-operative experience "**Off the Tracks**" ☞
  - Designed and implemented levels
  - Assisted with creation of UI elements
  - Created placeholder level elements
  - Facilitated daily stand-up meetings & team work-sessions utilizing scrum

#### **Entertainment Arts & Engineering Masters Program**, Sept 2019 - Nov 2019

- Engine: Unreal
- Producer & Level Designer on third person ball-rolling prototype "**Clear Game**" ☞
  - Created main gymnasium & tutorial zones
  - Used Unreal blueprints to design three tile-based mechanics

#### **Entertainment Arts & Engineering Undergraduate Program**, Published May 1st, 2018

- Engine: Unity
- Level Designer & Art Lead on flight based time trial racer "**Forward**" ☞
  - Managed art team sprint assignments
  - Facilitated daily stand-up meetings & team work-sessions utilizing scrum
  - Created marketing materials and game trailer
  - Designed and implemented levels

### EDUCATION

#### **University of Utah** Aug 2019 - May 2021

- **Masters in Production**
- Entertainment Arts and Engineering Program | May 2021

#### **University of Utah** Aug 2014 - May 2018

- **Bachelor of Arts in Film & Media Arts**
- Entertainment Arts and Engineering Program | May 2018

Fall 2015 - 2017 Dean's List