

Ethan Mullett

Level Designer

Ethan Mullett

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ethanmullett.com

Skills

Unity 4 / 5, Unreal 4, Maya, Photoshop, Level Design, Game Design, Quality Assurance, Fast Learning, Work Well Under Pressure

Experience

Forward Instinct / Level Designer

February 2017 - Present, Online

- Responsible for design of levels in base game and expansion
- Designed all boss encounters for base game and expansion
- Responsible for documentation of levels and mechanics to inform artist and programmer of intention
- Quality Assurance Lead
- Assisted in all areas of development, including art and marketing.

SCAD Humans Vs Zombies / Gameplay Coordinator

April 2014 - April 2016

- Manage gameplay team and oversee development of all missions and player classes
- Communicate any updates or changes to Media, Moderator and Club Officials as they occur
- Work with Res Life Officials to ensure player follow all game and Res Life rules
- Manage 175+ players in a live action setting for the game's duration.

Education

Savannah College of Art and Design / Interactive Design and Game Development

September 2012 - June 2016, Savannah

Wesleyan Academy / High School

August 2008 - May 2012, Guaynabo

Awards

- "Pick of the Week: Midnight Ultra" *Rock Paper Shotgun*, 11/3/17