

DAVID BROWN

TECHNICAL LEVEL DESIGNER

ABOUT ME

Hi! My name is David Brown and I am a Level Designer working on Fallout 76 at Double Eleven. I am currently based in the UK and would be open to relocation but would not be looking to move out of the UK. Willing to work in a remote, hybrid or on-site environment.

CONTACT

Phone

07365 231611

Email

gamesdevdave@gmail.com

Website/Portfolio

<https://www.davidbrownleveldesign.com/>

LinkedIn

/davidbrowngamedev

EDUCATION

BSc Computing for Games (2:2)

Falmouth University

2019-2022

TECHNICAL SKILLS

- Creation Kit
- Papyrus
- Jira
- Perforce
- Unreal Engine
- UE CubeGrid
- Unity
- MS Office 365
- Photoshop
- Microsoft Teams
- Miro

DISCIPLINE SKILLS

- Open-world design
- Location/POI design
- Encounter Design
- Environmental Storytelling
- Fiction Writing
- Cross discipline communication
- Hub design
- Enemy placement and distribution
- Cluttering
- Providing feedback

PROFESSIONAL EXPERIENCE

Level Designer

Double Eleven

Fallout 76

Jan 2024 -

- Working alongside Bethesda Game Studios to develop new content for Fallout 76. Most recently creating the 'Skyline Valley' update. Adding a new region to the game map for the first time in the games history.

Junior Level Designer

Double Eleven

Fallout 76

Jun 2023-Jan 2024

- Working alongside Bethesda Game Studios to develop new content for Fallout 76. Most recently creating the 'Skyline Valley' update. Adding a new region to the game map for the first time in the games history.

Junior Technical Designer

Double Eleven

Fallout 76

Jul 2022 - Jun 2023

- Developing content and providing support on the 'Once in a Blue Moon' patch for Fallout 76. Designing and implementing a new Public Event and Mutation modifier while also providing support to Quest Designers for technical implementation.