

EVAN HILL - GAME & LEVEL DESIGNER

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SUMMARY

Broadly skilled designer with an obsession for narrative and media theory.
I take direction and turn it into video games.

SOFTWARE KNOWLEDGE

Engines: Unreal 4, Unity, Love 2D, Twine/Yarn, Custom Engines

Programming/Scripting Languages: C++, C#, Lua, Javascript, Unreal Blueprints, TwineMacro

Other Software: Max, Maya, Houdini, Zbrush, Photoshop, Visual Studio, Perforce, Jira, Favro

EXPERIENCE

Level Designer

Heart Machine - January 2017 - Present

Unannounced Unreal 4 Project

- *Level design, layout, and scripting for a 3D 3rd person action game*
- *Gameplay prototyping and test level creation*
- *Editor Tools Programming for Unreal 4*
- *Dialog, Cutscene, and Quest Implementation*
- *Dialog Writing and Story Editing*

Episode Writer

Extra Credits - June 2017 - Present

Extra Credits Youtube Series

- Writing and editing for the channel's series on game design
- Channel has **1.2** Million Subscribers, **200k+** Avg Views per video
- Recent episode link : "[How Games Speak](#)"

Game Designer

InXile Entertainment - May 2015 - January 2017

Torment Tides of Numenera (2017)

- *Encounter and Quest Design for a Sci-fi RPG where violence could always be avoided*
- *Gameplay and AI programming*
- *Level and Cutscene Scripting*
- *Narrative design and story editing, collaborated with multiple award-winning writers*
- *Item and Progression Design*

(InXile Entertainment Continued)

Mage's Tale VR (2017)

- *Prototype construction and pitch support for a VR Dungeon Crawler*
- *Locomotion design and programming*

Game Designer (Contract)

Substantial Games - June 2014 - September 2014

Ember Conflict(2014)

- *Designed units for a mobile RTS*
- *Coordinated with international design team*

Game Designer

Cadenza Interactive - June 2013 - December 2013

The Wanderer(--)

- *Designed and prototyped mechanics for a 3d Robot Western Roguelike*
- *Worked with custom engine and scripting tools from studio's previous game*

Game Designer (Contract)

Ember Labs - March 2013 - September 2013

Colonel Kart Racers(2013)

- *Designed tracks for a Mobile Fast Food themed Kart Racing Game*
- *Defined identities for and balanced each racer*
- *Implemented player tracking metrics*

EDUCATION

Art Institute of California - BoS in Game Art and Design