

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, Custom Engines Programming/Scripting, Love 2D, Twine/Yarn,

Languages: C++, C#, Lua, Scheme, Javascript, Unreal Blueprints, TwineMacro

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

EXPERIENCE

Level Designer

Naughty Dog - February 2018 - Present

The Last of Us: Part 2

- Level design, layout, and additional scripting for 4 major sections
- Narrative Design, Systems design, and gameplay prototyping
- Producer for owned levels. Scheduling, task/bug management, meeting coordination.

Level Design Professor

Gnomon: School of VFX, Games, and Animation - July 2018 - January 2019

Level Design Course

- Created and taught a 10-week course on Unreal 4 and Spatial/Narrative Design
- Guided students to create portfolio level master studies and original pieces
- Additional: Guest speaker at SCI-Arc and Masters Thesis Advisor for UCLA

Level Designer

Heart Machine - January 2017 - January 2018

Solar Ash Kingdom (yet to be released)

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

Guest Episode Writer

Extra Credits - June 2017 - Present

Extra Credits Youtube Series

- Writing and editing for the channel's series on game design
- Channel has 2.2 Million Subscribers, 200k+ Avg Views per video
- Recent episode links: "[Achieving Vicarity](#)" "[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*

Mage's Tale VR (2017)

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

Game Designer (Contracts)

Substantial Games - June 2014 - September 2014

Ember Conflict(2014)

Cadenza Interactive - June 2013 - December 2013

The Wanderer(--)

Ember Labs - March 2013 - September 2013

Colonel Kart Racers(2013)

EDUCATION

Art Institute of California - BoS in Game Art and Design