PETER NELKE

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SUMMARY

Robust experience in developing games through the Unity and Creation Kit engines while working both in a team and individually. Achieves intended concepts according to project requirements by utilizing diverse technology resources. Poised and committed in listening carefully to critiques and requests, incorporating feedback and boosting project outcomes to improve quality and surpass players expectations. **(Able to relocate)**

SKILLS

- 1.5 years of Unity experience
- 6 years of Creation Kit experience
- Gameplay level design (Block out, content/encounter pacing, navigation, combat, puzzles, platforming, navmesh, optimization)
- Environmental level design (Set dressing, clutter, lighting, FX, SFX, image spaces, lighting templates, terrain editing, cinematography)
- Vigorous testing of levels to eliminating bugs, and ensure gameplay flow (encounters, challenge, rewards) surpasses expectations
- Experience in visual scripting to develop scenes and gameplay mechanics in Unity
- Solid understanding of L.O.D. generation, scene creation, and quest scripting in the Creation Kit

- Effective graph/diagram creation of the following (Section overviews, level flow/pacing, and difficulty curves)
- Clear written communication skills of various document types. (Level design document, feature spec, one pager, screen flow)
- Collaboration tools such as Trello, GitHub, and Discord
- Game design
- Adaptability
- Excellent grasp of visual composition
- Team collaboration

WORK HISTORY

Level Designer / Kinggath Creations - Eagle Creek (Remote), Oregon   *02/2024 - Current*

I was contracted to develop 2 dungeon locations (3 interior cells, 2 world spaces) for the team utilizing the Creation Kit. I was responsible for the following elements in the dungeon design.

- Creating section overview, level flow, and difficulty graphs/diagrams using Draw.IO to assist in block out, encounter pacing, and visual design phases.
- Blocking the dungeons to establish proper scope, general playable space, encounter design/pacing, and player navigation.
- Implement interesting, intuitive puzzles utilizing shouts and the team's established chant system.
- Create fun, compelling, and varied combat, trap, and the occasional platforming encounter.
- Detailing the environments with set dressing, clutter, FX, SFX, and lighting to create unique, memorable locales that inspire exploration.
- Navmesh the interiors so NPC's can navigate efficiently.
- Optimize the interiors by watching shader and object counts, as well as placing portals and room bounds to control rendering.
- Finalize the dungeon by completing tasks such as local map clean-up, placing acoustic spaces, image space, and lighting template

modification, connecting cell to the world space, etc.

- Observe and incorporate feedback from the QA team, through Discord and GitHub, to ensure an enjoyable experience for our players.

- Walkthrough dungeons in development with team members to discuss adjustments, current issues, and ensure design in on the right path in supporting gameplay and story.

- Tested levels for bugs, glitches, exploits, balance issues, gameplay flow, and pacing.

PERSONAL PROJECTS

A Strangers Request

This was a large solo project designed in the Creation Engine. A important goal of this project was to learn additional systems in the engine to make me more well rounded and efficient. For example, In addition to phases of environmental & gameplay level design I also learned;

- Scene creation and quest scripting to implement an engaging story.

- Player dialogue to create interactions between the player and NPC's.

- Writing and implementation of intractable like notes and journals.

- Fragment scripting, primarily through quest stages to control the quest flow.

- World space creation through terrain editing and L.O.D generation.

Forest Of Torment

Here I created a demo via Unity to improve my skills and knowledge of environmental design, level design theory, and grow understanding of the Unity engine. I developed skills such as

- Creating level design documents to plain out level features like mechanics, characters, visual themes, difficulty curves, and level flow.

- Building original beautiful environments using Unity assets in a side scrolling 3D environment.

- Utilize visual scripting to create scenes for story telling, and gameplay mechanics for puzzles and platforming gameplay

- Creating engaging 2D puzzles and platforming gameplay that is scaled efficiently.

- Asset implementation to ensure the levels have every asset required to fulfill teams vision.

Capital Wasteland

I assisted in the development of the beautiful and equally ravaged world of a childhood gem, Fallout 3. I as responsible for recreating the gameplay and environments in memorable locations like Minefield or Warrington in the modern Fallout 4 engine. My tasks were;

- Layout the spaces, with minor adjustments and insert all gameplay elements like loot, traps, and combat.

- Navmesh the interiors so NPC's can navigate as intended.

- Detail the environments more intricately than the original with more abundant clutter, set dressing, and FX.

- Test and clean up any bugs, visual issues, and combat flow inconsistencies.

- Finalize the cells by adjusting image spaces, lighting templates, and connecting the cells to the world space if required.

- Collaborating with the team to request assets, solve issues, and merge esp progress weekly.

Point Lookout

I helped recreate the mysterious world of Point Lookout focusing on environmental design of interiors, I focused development on memorable locations such as the Ritual Basement, and the Coastal Grotto to immerse the players even further in the game. I grew my experience in;

- Gameplay level design in building the block out, and placing encounters including traps and enemies.

- Environmental level design such as set dressing, lighting, clutter, fx, and sx implementation.

- Collaborating with teammates to request assets and coordinate weekly esp merges.

CERTIFICATIONS

Game Design Essentials: Tools, Theories and Techniques

Udemy, September 11, 2024

Write a Professional Game Design Document (GDD)

Udemy, September 11, 2024

Level Design Master Class: All in One Complete Course

Udemy, February 2022

REFERENCES

References available upon request.