

# Iain Heap || Senior Level Designer

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## About me

I am currently working at Sledgehammer Games in Melbourne, Australia as a Senior Level Designer. I enjoy collaborating with a team to create memorable and engaging experiences with a strong sense of place. In my spare time, I love printmaking, photography & rock climbing. I still love playing games though, whether it's fun multiplayer games with friends or immersive single-player experiences.

## Education

<b>Media Design School</b> Diploma of Digital Creativity	2015 - 2016
<b>Media Design School</b> Bachelor of Creative Technologies	2016 - 2018

## Work Experience

<b>Junior Level designer</b>   A44 Games Pitched, Designed & Implemented levels & encounters on, <b>Flintlock : The Siege of Dawn</b>	2018 - 2020
<b>Level designer</b>   Sledgehammer Games Designed and implemented levels from pre-production to ship for, <b>Call of Duty: Vanguard &amp; Call of Duty: Modern Warfare 2 (2022)</b>	2020 - 2023
<b>Senior Level designer</b>   Sledgehammer Games Designed and implemented levels from pre-production to ship for, <b>Call of Duty: Modern Warfare 3 (2023)</b>	2023 - Present

## Key Skills

- Pitching/ Documentation, prototyping & developing game, level, narrative and system designs.
- Collaboration and problem solving with other disciplines while ensuring the integrity of the design vision.
- Level design, 3D modeling (Maya) & level editor geometry construction (Hammer/ Radiant, Unreal Engine, Unity).
- Written and visual scripting (Javascript, C#, Unreal Blueprint)

## References,

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Heath Smith | Design Director | RiffRaff Games : heath.smith@gmail.com

Daniel Lloyd | Senior Level designer | Sledgehammer Games : daniel2.lloyd@live.co.uk