

BRITTANY HOUGAARD WALKER

GAME DESIGNER

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SKILLS

Design

Level/Map Design Theory
Narrative Design
Blueprinting/Visual Coding
Design Documentation
Miro
Articy

Software

Unreal Engine 4/5
Snowdrop
Maya
Unity
Adobe Creative Suite
Perforce

Development Tracking

Confluence
Jira
Trello
HackNPlan

Production

Agile Development
Scrum Methodologies
Cross-Team Communication
Strong Presentation Skills
Pipeline Management

Remote Work Tools

Microsoft Teams
Zoom
Slack
Discord

Additional Skills

3D Modeling
Creating Production Timelines
Training New Team Members
Creating Training Documentation

GAME & WORK EXPERIENCE

Level Designer - Maps Team

XDEFIANT, Ubisoft | Feb 2023 - Feb 2025

- Designed, scripted, implemented, tested, iterated, and maintained 1 brand-new & 5 already-released maps in Snowdrop (similar to UE4)
- Collaborated with art, engineering, sound, and production to design memorable maps for players - using Miro, Jira, & Confluence
- Trained new and current employees on tools, best practices, design philosophies, and new map modes - using Miro, PowerPoint, & Teams
- Documented new & ongoing design processes in Confluence

Associate Mission Designer

HOGWARTS LEGACY, Warner Bros Games | Apr 2022 - Dec 2022

- Designed content for 3 main & 3 side-quest missions using UE4 Blueprinting
- Evaluated each mission against core objectives & set design standards
- Utilized proprietary systems in UE4's visual coding to implement NPC scheduling, Mission Management, enemy encounters, tutorials, UI, VO, music, & cutscene queues
- Collaborated with various systems teams to fine-tune each mission element for the best possible player experience

Level & Environment Designer

RUDRA, Third Eye Studios | Apr 2022 - Dec 2022

- Designed and blocked out all game levels
- Designed interactable objects throughout the world
- Utilizing tools created by the environment team to design and create each environment piece
- Created the Blueprinting that controls various aspects of interactable objects
- Worked with our Narrative Designer to design the gameplay flow for each level and mission experience

EDUCATION

Masters of Entertainment Arts & Engineering

University of Utah - 2021-2023

- Certificate of Achievement in Gaming & Level Design

Bachelor of Science - Technology Sales

Weber State University - 2014-2021

- Marketing, Team Communication, and Sales Distribution