

Dominic Hill

Level Designer

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Summary

I am looking to expand my tenure across the Game Industry as a Level Designer. I am confident my experience and strive to always be improving will make me a prime candidate.

Skills

Game Design

- Level Design, Blockout, Pacing & Environmental detailing
- Design Documentation, Pitches, Conceptualization
- Narrative & Quest Design

Software

- Adobe Photoshop, Illustrator, Premiere
- 3ds Max, General Modelling software
- Miro, Trello, Organizational software
- Perforce, Version Control software

Game Engines

- Unreal Engine 4 & 5
- Source Engine
- Creation Engine
- Unity

Management

- Heading design concepts
 - Delegating tasks and managing timeframes
 - Multi-Disciplinary collaboration of efforts
 - Organizing meetings and discussions
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Industry Experience

Star Fort Games/Arctic7 - (2022 - 2023)

Level Designer/Associate Level Designer

- Headed level design of major projects in various stages.
- Performed pre-production, production and post-production work.
- Collaborated heavily with other disciplines on various aspects of projects.
- Created Design Documents and plans to present to leads.
- Was promoted from associate to core level designer within 7 months and performed many senior duties during my tenure.

Fallout Cascadia - (2016 - 2018)

Lead Level Designer/Level Designer

- Managed Level Design team & Collaborated with other departments
- Planned map, assigned locations and worked on locations myself as well
- Collaborated with other departments to create an integrated project

Education

Advanced Diploma in Game Art from George Brown College (Graduated 2019)

- Learned extensively the duties and workflow of various departments such as 3D modeling, Animation, Character Design and Level Design.

References Available upon request
