Andrew Howells

Senior Level Designer

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Senior Level Designer with 6+ years of experience across 100 player multiplayer FPS, narrative driven and third person action games. Experienced in leading map development from initial concept and blockout through to release and live service. Skilled in gameplay driven level design, level scripting, prototyping and documentation.

Shipped Titles

Hell Let Loose - Smolensk Map | Remagen Refresh | Tobruk Map
The Dark Pictures: Little Hope

Professional Experience

Expression Games | Senior Level Designer | Hell Let Loose
50+ person team | June 2024 - Present

- Led the concept, design and blockout of multiple large scale, 100 player multiplayer FPS maps.
- Organised playtests and map reviews, translating feedback into actionable design improvements.
- Led the Level Design of **Smolensk**, introducing traversal friendly rubble to break up long sightlines while collaborating with Environment Art to maintain vehicle accessibility.
- Refreshed the challenging legacy map of **Remagen**, addressing a gameplay stalemate by introducing historically grounded alternative river crossings and flanking routes.
- Improved cross discipline workflows, involving Art and Design teams earlier to validate gameplay, asset suitability and level scope, while refining area review processes.

Firesprite | Level Designer | Unannounced Multiplayer Third Person Action Title
50+ person team | Nov 2021 - March 2023

- Designed and iterated on open world spaces alongside evolving mechanics, establishing cover spacing and combat metrics to accommodate on foot traversal, vehicle movement and multiplayer encounters.
- Prototyped gameplay mechanics and level concepts using Unreal Engine Blueprints to rapidly test ideas and evaluate their impact on gameplay.

Fabrik Games | Level Designer | Unannounced VR Title
30+ person team | Aug 2020 - Nov 2021

- Designed engaging and atmospheric VR gameplay spaces, balancing tension and player experience while adapting to the technical and design constraints of VR.
- Researched and prototyped procedural generation methods to explore approaches for creating varied, randomised level layouts.

Supermassive Games | Level Designer | Little Hope
100+ person team | Oct 2019 - Aug 2020

- Learned and utilised Supermassive's unique in-house tools to script cinematic sequences, integrate animation data, implement AI and iterate on gameplay spaces, delivering well paced, balanced levels.
- Adapted existing level designs to a major late stage shift from fixed, pre placed cameras to a third person camera, reworking gameplay spaces to accommodate the new perspective.
- Acted as the design liaison with the Animation team, coordinating AI and animation implementation to ensure the AI companions were believable and did not obstruct or interfere with the player.

Software Skills

Unreal Engine 4 / 5 (Blueprints) | Unity | Maya / Blender | Adobe CC | P4V | Google / Microsoft Suite

Education

Abertay University | Games Design and Production
Sept 2014 - 2019

- BA(Hons) 2:1
- Winner of The 2018/2019 Dave's Prize for best external Project

Personal Work

God of War(2018) inspired level | Star Wars Jedi: Fallen Order inspired level | Ghost Recon inspired level