

Andrew Howells

Level Designer

Senior Level Designer with over six years of experience and two shipped titles. Worked on a variety of projects across all stages of production including concepting and live service.

Passionate about creating spaces that support gameplay, storytelling and player agency, whether in tightly scripted moments or large-scale multiplayer battles.

Experience

Expression Games | Senior Level Designer | Hell Let Loose

June 2024 - Present

- Concepting, overseeing and blocking out new large scale fps multiplayer maps
- Running playtests, reviews, daily stand ups and collating/actioning feedback where appropriate
- Closely working with the other disciplines to efficiently move maps through all stages of development

Firesprite | Level Designer | Unannounced Multiplayer Action Title

Nov 2021 - March 2023

- Designing and building numerous levels all with different gameplay elements to see what worked best
- Creating 3D models in Maya and importing to Unreal to enhance the individual levels

Fabrik Games | Level Designer | Unannounced VR Title

Aug 2020 - Nov 2021

- Integrating multiple mechanics into levels such as enemy encounters, traversal mechanics, narrative beats etc.
- Creating prototype gameplay elements using UE4 Blueprints to iterate quickly on levels and gameplay

Supermassive Games | Level Designer | Little Hope

Oct 2019 - Aug 2020

- Designing and iterating on levels, based on feedback, to create a well paced, balanced level that is up to the studios BAFTA winning standard
- Scripting cinematic sequences, integrating animation data, implementing AI and other game elements and iterating on them

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 Details

Residence: Edinburgh, UK

Portfolio:

<https://andrewhowells96.wixsite.com/mysite-1>

Email:

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Shipped Titles

Hell Let Loose (Remagen Refresh)
Hell Let Loose (Smolensk Map)
Hell Let Loose (Tobruk Map)
The Dark Pictures: Little Hope

Skills

Level Blockouts
Level Scripting
Team Leading
Facilitating meetings
Prototyping
Design Documentation
3D Modelling
Strategic Thinking
Problem Solving

Software Skills

Unreal Engine (Blueprints)
Unity
Bethesda Creation Kit
Maya
Adobe CC
Google / Microsoft Suite
P4V

Interests

Video Games
Sports (Rugby, NFL)
Movies
Fitness (Gym, Running)
Cooking

References and full academic transcript on request