

EZEKIEL PEARSON

Level Designer

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SOFTWARE SKILLS

- Blender (2 years)
- Maya (4 years)
- Unity (4 Years)
- Unreal (1 Years)
- Adobe Illustrator (6 Years)
- Twine (2 Years)
- C# (4 Years)
- Adobe Photoshop (4 Years)
- User Interface (Ui)
- GitHub (2 Years)
- Krita (1 Years)

PROFESSIONAL SKILLS

- Game Designer (4 Years)
- Level Designer
- Storyboarding
- 3d Modeling
- Illustration
- Graphic Design
- User Interface (Ui)
- Level Design
- Environmental Art

ADDITIONAL SKILLS

- Adaptive
- Pays Attention to Detail
- Creative
- Problem Solving
- Communicative

EDUCATION

- Full Sail University, Winter Park, FL
Master Of Science: Game Design **2021-2022**
- Columbia College Chicago, Chicago, IL
Bachelor Of Arts: Game Design **2018-2021**

PROJECT EXPERIENCE

Dodgebot-Level Design- The Divide, CHICAGO, IL

LEVEL DESIGNER **Sep 2022**

- ORGANIZED AND DEVELOPED DIFFERENT ASSETS TO BE USED AND UTILIZED FOR THE FUTURISTIC SETTING
- UTILIZED MAYA'S UV MAPPING AND ILLUSTRATOR TO DEVELOP UNPRECEDENTED DESIGNS TO ASSETS
- SPENT 10 HOURS WEEKLY DEVELOPING THE DIFFERENT AESTHETIC FOR THE LEVEL

Zygodot Studio, WINTER PARK, FL

INTERN **Sep 2022**

- CONTRIBUTED 100 HOURS OF MONTHLY TOWARDS NUMEROUS PROJECTS
- UTILIZED MULTI-TASKING, PRODUCTION, 3D ART, 2D ART AND GAME DESIGN FOR DIFFERENT PROJECTS
- DEMONSTRATED AND PRACTICED THE AGILE METHODOLOGY

The Beast Gauntlet Quake Multiplayer Map, CHICAGO, IL

LEVEL DESIGNER **APRIL 2020**

- ADAPTED TO THE TRENCHBROOM LEVEL DESIGN SOFTWARE TO CREATE A MORE IMMERSIVE MULTIPLAYER LEVEL
- INTEGRATED IN THE COURSE OF TWO MONTHS TO IMPROVE LEVEL DESIGN SKILLS AN ADAPTATION TO SOFTWARE
- IMMERSED THE PLAYER IN A ARENA TYPE WORLD SETTING WHILE KEEPING ORIGINAL QUAKE TEXTURES AND AESTHETICS

OTHER PROJECTS

Dream Jump, ENVIRONMENTAL ARTIST **May 2020**

The Abandon Building, LEVEL DESIGNER **May 2019**

Triple Threat- Megaman Maker Level, LEVEL DESIGNER **Jan 2019**