

# Chuck Wilson

## Level Designer

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## Skills

Radiant Editor, Hammer Editor, Modo, Maya, Unreal 4, Visual Scripting, Prototypes, Block Out, World Building, Combat Design, Iteration, Pacing, Atmosphere, Polish, Lighting, Architectural Modeling, Mentoring.

## Education

**Art Institute of Pittsburgh**

B.S. in Game Art and Design  
2008

Pittsburgh, PA

**Sucker Punch Productions** Oct 2018 – Present

Level Designer

*Ghost of Tsushima*

- Designed and laid out numerous locations throughout the island of Tsushima
- Provided art passes on numerous locations
- Collaborated with the art and mission design teams to ensure layouts were supporting the goals of both departments
- Implemented technical mark-up throughout my locations

**Respawn Entertainment** Jan 2013 – Sep 2018

Senior Game Designer

*Apex Legends*

- Zone design and layout work on Kings Canyon
- Worked directly with the Lead Level Designer to help ensure his vision
- Mentored new hires and helped onboard them in the design department

*Titanfall 2*

- Designed campaign mission Trial by Fire and co-designed The Fold Weapon
- Provided environment art support on campaign missions Blood and Rust, Effect and Cause, and Trial By Fire
- Designed and built multiplayer levels Blackwater Canal and Exoplanet
- Prototyped singleplayer Titan combat and multiplayer game modes

*Titanfall*

- Designed, built, and detailed multiplayer levels Outpost 207, Demeter, Dig Site, and Training Ground

**id Software** Jan 2009 – Jan 2013

Level Designer

*Doom 4*

- Designed and built three singleplayer levels
- Implemented combat across designed levels
- Collaborated on mechanics for the singleplayer experience
- Designed several multiplayer levels
- Prototyped multiplayer game modes

**Gearbox Software** Mar 2008 – Nov 2008

Level Designer

*Borderlands*

- Designed and built multiple singleplayer/coop levels
- Implemented combat, story elements, and scripting into designed levels
- Collaborated with other designers to help define coop mechanics
- Prototyped boss fights
- Worked closely with artists to integrate their art into the levels

## Personal Projects

*Year Long Alarm (Half-Life 2 Singleplayer Mod)*

Dec 2011 – Apr 2012

- Designed, built, detailed, lighting, combat, and scripting for the whole project.
- Released the project on steam in 2018