Nicholas John

Level Designer · UEFN · Unreal Engine 5 · Unity · Richmond, BC

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SUMMARY

Level designer with paid UEFN experience at Visceral Technology (2025), a published solo Fortnite island, and seven portfolio projects in Unreal Engine 5, Unreal Engine 4 and Unity. Takes each level from a metrics gym and greybox through playtests and iteration to set dressing and lighting, with intensity and combat pacing charted along the way. Focuses on puzzle and platformer design, and guides players with landmarks, light and sightlines. Won the ENTA Game Jam 2023. Currently building a roguelike in UEFN with Verse.

SKILLS

Level design: Metrics gyms, blockout / greybox, level design documents, player guidance and critical path, intensity and pacing charts, combat encounter design, puzzle and platformer design, set dressing, lighting, playtesting and iteration

Gameplay scripting: Verse (UEFN), Blueprints (Unreal Engine)

Engines and tools: UEFN, Unreal Engine 5, Unreal Engine 4, Unity, Blender, Adobe Photoshop, PureRef, Git, Perforce

WORK EXPERIENCE

Level Designer (contract, full-time) | Visceral Technology, Richmond, BC Mar 2025 – Aug 2025

- Designed, built and iterated Fortnite levels in UEFN for an unreleased project.
- Wrote the level design documents behind them, covering concepts, objectives and gameplay.

Walmart Canada | Richmond, BC Jan 2023 – Present

Customer Service Manager (full-time) · Nov 2025 – Present
Courtesy Desk Associate (part-time) · Nov 2024 – Nov 2025
Self-Checkout Attendant (part-time) · Jan 2023 – Nov 2024

- Promoted twice in under three years, from part-time attendant to full-time Customer Service Manager.
- Lead the front-end checkout team each shift: assign cashiers to registers, schedule breaks, and keep coverage by working with management and sales floor staff.
- Coach and train front-end associates on standard procedures, and give them regular feedback.
- Resolve customer escalations, approve refunds, and balance registers to reduce shrink.

PROJECTS

CoreUndead | UEFN · Solo · 5 weeks 2024

Published Fortnite island · Level design, environment design, game design · Island code 9981-8767-7616 · Play on Fortnite · Breakdown

- Planned and documented the whole game, built a metrics gym, then blocked out the full level start to finish.
- Designed a linear route through 6 areas, each ending in a boss fight, and charted intensity and combat pacing across them.
- Hid areas and vantage points behind traps and platforming, each one rewarding a power-up. A glowing Core visible from every part of the map and landmark trees keep players oriented.
- Playtested the alpha for platforming feel, narrative and combat, then iterated. Made the thumbnail, poster and trailer.

Cursebreaker: Lock and Load | Unreal Engine 5 · Team · 5 weeks 2024

Hades-inspired top-down shooter · Level design, game design · Breakdown

- Built a metrics gym, then blocked out all 6 levels across 3 level types: corridor, arena and boss room.
- Gave each non-arena level its own mechanics and flow, and charted intensity and combat pacing across the run.
- Worked with the tech team to refine gameplay mechanics, and solved production problems so the team met its deadlines.

Cursebreaker: Bringer of Death | Unreal Engine 5 · Team (KPU) · 10 weeks 2023

Souls-like action RPG · Level design, set dressing, lighting · Project page

- Built a metrics gym and greyboxed a linear level from the Cliffs and Cave through the Ruins to the Golem Temple. Every area ends in a boss or arena fight, and platforming leads to hidden areas.
- Ran a week of feedback and iteration with instructors and classmates, then locked the greybox and set-dressed it with Synty Studios' Dungeon pack.
- Charted intensity, narrative and combat pacing. Worked with the combat designer on AI behaviour and on combat spaces with vantage points, hidden traps and secret healing items.

Retrovirus | Unity · Team (CEA) · 2 weeks 2022

2D puzzle platformer · Level and puzzle design · Play on itch.io

- Designed every puzzle in the game, and worked with the programmer to set up the mechanics behind them.
- Found and fixed level bugs.

Speedza! | Unity · Team · 5 days · Winner, ENTA Game Jam 2023 2023

Level design, 2D art · Play on itch.io

- Blocked out and built both levels, each at a different difficulty, in 5 days. The team won the jam.
- Made background assets with the art team.

Spark: Skypiea Island and Spark: DragonWing | Unreal Engine 4 · Solo · 4 weeks each 2022

Platformer levels · Skypiea · DragonWing

- Took both levels from documentation through blockout to set dressing and lighting.
- Built puzzles and gameplay objects in Blueprints, including wind tunnels that carry players to hidden areas.
- Made long routes on small maps by building upward: winding stairways in Skypiea, and 5 islands linked by gliding in DragonWing.

EDUCATION

Advanced Game Development | Kwantlen Polytechnic University with the Centre for Entertainment Arts (CEA), Richmond, BC — Dec 2023

Game Design | MAAC (Maya Academy of Animation and Cinematics), Delhi, India — Aug 2021

B.Tech, Electronics and Media Technology | Karunya University, Tamil Nadu, India — May 2019