

# James Thomas

## Level Designer

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### Summary

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A proactive and creative-minded level designer with 5 years of experience designing levels for a range of different genres. Strongly motivated by creating unique gameplay experiences by thinking outside of the box and using the tools available to me in interesting and challenging ways

### Skills

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- Proficient in Concepting and Prototyping
- High level Composition of 3D Spaces
- Experience in Unity/Unreal Engine
- Experienced with 3D tools (3ds/Maya)
- Competent with Visual Scripting
- AI-powered player engagement

### Relevant Experience

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- **Candy Crush Solitaire** | *Casual Puzzle Game* | **Lead Level Designer (King)**
  - Defining the player journey through direct puzzle design and high level player progression
  - Building relations with Data Scientists to balance levels with a data driven approach
- **Unreleased Project** | *Top-Down Action Rogue-Like* | **Lead Level Designer (King)**
  - Curating objectives and encounters to maximise player engagement and establish pacing
  - Designed levels with a modular and replayable structure for seamless procedural generation
  - Pitching amongst the team to help establish the design vision of a level from start to finish
- **Rebel Riders** | *Third-Person PvP Shooter* | **Level Designer (King)**
  - Building detailed level blockouts and iterating on levels until the highest quality is reached
  - Consistent close collaboration with environmental artists ensuring level vision is maintained
  - Designing game modes/features that adhere to gameplay and different playstyles
- **Crash Bandicoot: On the Run** | *Action-Adventure Runner* | **Level Designer (King)**
  - Having ownership of producing whole levels, ensuring quality and performance is maintained
  - Syncing with Game Economy to help monetisation through difficulty and level pacing
  - Collaboration with developers to implement game mechanics and improved tooling systems
- **DodgeBrawl** | *Top-Down Multiplayer Elimination Game* | **Team Leader/Level Designer (Tranzfuser)**
  - Taking all arenas from early prototype concepts, through to completed polished levels
  - Scripting level events and core functionalities such as multiplayer, camera tracking and physics
  - Liaised with 14 team members across multiple disciplines overseeing all aspects of production

### Education

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- **CGMA** | 3D Level Design for Video Games | *CGMA - April > July 2024*
- **BA (Hons)** First Class Honours | *Computer Games Design* | *University of South Wales - 2018*
- **A Levels** | Design & Technology, Business Studies, Physical Education | *Cardiff High School - 2015*