



# DAVID WHIFFEN

LEVEL DESIGNER

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🌐 Portfolio: [www.davewhiffen.com/](http://www.davewhiffen.com/)



## EDUCATION

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**GEORGE BROWN - GAME DESIGN (POST GRADUATE)**

**Graduating September 2020**

Toronto, Ontario



**RYERSON UNIVERSITY - RADIO AND TELEVISION ARTS**

**Graduated June 2015**

Toronto, Ontario

Bachelor of Arts in Media Production (formerly Radio and Television)



## EXPERIENCE & PROJECTS

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**POST BOREDOM GAMES: (2019-Present)**

*Level Designer*

**SCHOOL PROJECTS:**



**RISE & FALL (2019-2020)**

- 4 Player Couch Co-Op Sports Game.
- Project Lead in charge of 20+ people.
- Design and layout of the game arena and secondary "Basketball"-themed level.
- Scripting bumpers, goal reactions, ball physics and testing for overall feel and fun-level.

**ERRANT (2019-2020)**

- First Person Shooter.
- Design and layout of level and core gameplay flow. AI and enemy behaviors, mission scripting events, weapon tuning.

**OVERKART (2019-2020)**

- 4 Player Kart Racing Game.
- Game Director in charge of 5 people.
- Design and layout of the opening tutorial track.
- Introduce main mechanics, design unlockable alternate routes, scripting interactable objects.

**DESTINY 2: (Fan Level) (2019-2020)**

- Design and layout of "Sacrion's Demise" Story mission.
- Design of all level design, AI, objects, boss fights, mechanics, and tuning player control.

**OFFICE BIRTHDAY PARTY (2019-2020)**

- 4 Player Couch Co-Op Puzzle Game.
- Design and layout of first level, and introductory mission, scripting AI paths, tuning the level for fun, flow, and multiple routes.



## SKILLS

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- Unity, Unreal, Visual Studio, C#, C++, Blender, Maya, Github.
- Scripting for gameplay encounters, mission triggers, enemy AI, character controller feel and flow.



## AWARDS

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- 2011 TARA Awards - Best Electronic Field Production - Ryerson University RTA Program
- 2012 TARA Awards - Best Practicum Project: "Hunting Season" - Ryerson University RTA Program



## REFERENCES

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Available upon request