



GABE EUBANKS

Level Designer

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SKILLS

- Level Design
- Open World Design
- Strong UE5 Experience
- Blueprint Scripting
- Landscape Experience
- Multiplayer Experience
- Iterative Processes
- Previsualization
- Collaboration

SOFTWARE

- **Engines:**
 - Unreal Engine 5
 - Unreal Engine 4
 - Unity
- **Editors:**
 - Creation Kit
 - Hammer
 - Dying Light Dev Tools
 - Far Cry 5 Arcade
- **Scripting:**
 - Blueprints (Unreal Engine)
 - Papyrus (Creation Kit)
- **Art:**
 - Adobe Creative Suite
 - 3DS Max (Autodesk)
 - Google Sketchup

EDUCATION

- 2023 | Southern Methodist University (Guildhall)
Masters of Interactive Technology
 - Level Design
 - Game Design
 - Narrative Design
- 2021 | University of Nebraska
Bachelor of Fine Arts (Film & New Media)
 - Honors Student
 - Filmmaking
 - Screenwriting

PROJECTS

- **DERANGED MEANS** | Creation Kit (Fallout 4 Mod)
Personal Project | 150 Hours | May 2nd, 2022
Design Goals:
 - Created a haunting insane asylum with impactful spaces for gameplay
 - Designed for strong conveyance elements such as sightlines and framing
 - Encouraged player flow through spaces including verticality and reuse
- **THE FAMILY BUSINESS** | Creation Kit (Fallout 4 Mod)
Personal Project | 80 Hours | July 19th, 2022
Design Goals:
 - Constructed believable post-apocalyptic urban environment
 - Implemented effective / reusable combat areas on a shortened timeframe
 - Crafted an appealing mobster narrative with a "grey area" branching choice
- **LIGHT OF ALARIYA** | Unreal Engine 5
Level Designer | 4 Months | March 1st, 2023
 - Led the open world team in designating areas and teaching UE5 systems
 - Identified and learned technology for a procedurally generated open world
 - Researched tools and developed in-game cut-scenes
 - Assisted team members in audio / video implementation

EXPERIENCE

- 2023-Present
Level Designer | High Voltage Software
 - Worked in co-development on Fortnite
 - Responsible for major POIs for upcoming seasons
 - Became go-to team member for landscape and landscape materials
 - Collaborated with art, engineering, clients (Epic Games), and IP
 - Onboarded a new level designer to the team and mentored
- 2023
Designer | Wonder Works Studio
 - Learned Metaverse editors including UEFN and Roblox
 - Solely responsible for entire workflow of UEFN levels
 - Joined level artists in the creation of a kart racing mini-game with IP
- 2022-2023
Graduate Assistant (Level Design) | Southern Methodist University
 - Chosen by the head faculty of level design at Guildhall
 - Assisted the incoming class of level designers with Creation Kit
 - Hosted labs 2-3 times a week for in-person support
 - Additional liaison between faculty and students