

Fern Griffiths

Level Designer

Portfolio: <https://fable-and-fern.com/level-design-portfolio/> LinkedIn: [linkedin.com/in/ferngriffiths](https://www.linkedin.com/in/ferngriffiths) Email: ferngriffiths@gmail.com

Current Ma Game Design student at Falmouth University. My aim is to continue to develop my skills to become an efficient visual storyteller and to grow my career as a Level Designer with Ubisoft. I am highly motivated and passionate about games, storytelling, and espresso.

Skills

- Understanding of the Level Design workflow as part of the production pipeline
- Experience using level editors, such as Unreal for map development
- Researching and designing 2D layouts and implementing Blockouts
- Environmental Storytelling Processes and Techniques
- Playtesting, iterating on designs and responding to feedback
- Excellent written, verbal communication, and problem-solving skills
- Time Management, Organisation, and Teamworking Skills
- Expert Espresso Maker



Unreal Engine and Blueprints



Unity, ProBuilder and C#



Adobe Suite - Including Photoshop



Autodesk Maya



GitHub



MS Office Suite - Including Excel

Education and Experience

2021 - November - Current - Meteorite Media. Freelance Level, Puzzle and Narrative Designer.

- Designed and pitched level layout and puzzle level for the game Kaya's Vale, as well as blocking out level and prototyped the puzzle.
- Establishing emotional tone and direction of the game as well as world lore, character development and narrative conflicts.

2021 - September - Current - Falmouth University. Ma Game Design.

- Work of both individual and group game jams with one-word themes to be completed over one to two weeks.
- Developing skills in game design such as learning to script in C# and Blueprints as well as skills specific to Level Design.

2021 July - September - CGMA, Level Design for Games. Lectures by Emilia Schatz and feedback by Max Pears.

- A series of level blockouts, made over one or two weeks to a specific theme, created with Unity, Maya and ProBuilder.
- Each week focused on a different area of Level Design such as player psychology, architectural design, and shape composition.

2020 September - December - CGMA, UE4 Modular Environment. Lectures and feedback by Clinton Crumpler.

- Game environment based upon a modern day Orient Express style train set in Scotland with a focus on lore building and environmental storytelling. World building, character development and script created based of this environment.
- Uses of Unreal's Visual Scripting Language, Blueprints, to create materials, prefabs/blueprints, and particle simulations.

2019-2020 - Bournemouth University. Ma 3D Computer Animation, Distinction.

- Personal Research Inquiry into Environmental Storytelling in games.
- Master's project - game cinematic level based upon the legend of King Arthur with a focus on environmental storytelling.

2018 August - December - Framestore VFX Production Assistant.

- Compiling notes from dailies and relaying them to the artists.
- Downloading the scripts, documentations, and footage to and from set while keeping any changes documented.

2015-2018 - Falmouth University. BA (Hons.) Animation and VFX. 1st Class.

- Script writer and story artist on the short film Mouse House; as well as producer for both Mouse House and Goblin Story.
- Specialized in pre-production where I gained experiences in story development, character creation, world-building, and dialogue drafting.

2014-2015 - Warwickshire College. Warwick. Art and Design Foundation

2011-2013 - Stratford Grammar School. Stratford. 3 A levels

2006-2011 - The Kingsley School. Royal Leamington Spa. 10 GCSE's

Interests



Travelling



Fell Walking and Hiking



Gaming, Reading and Films and TV



Cooking and Baking



Journaling and Illustration