

Josh Baughman

Level Designer

Tuscaloosa, AL 35404

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[Email](#)

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[Portfolio](#)

EXPERIENCE

Compucolor Pictures, Remote — *Level Designer*

2018 - PRESENT - Unannounced MP Shooter

- Designed and blocked out multiplayer levels for playtesting.
- Worked with asset artists to create art assets for levels.
- Implemented scripted events and gamemode specific objective scripting within levels.

PROJECTS

Whackjob Interactive, Remote — *Level Designer*

2019 - 2020 - [Catharsis Reborn](#)

- Designed and blocked out singleplayer levels.
- Scripted mission specific events and sequences.
- Worked with lead designer to maintain and iterate upon already existing levels.

EDUCATION

Shelton State, Tuscaloosa, AL — *Associates*

2016 - 2021

Associates in Management and Supervision - General Business

PROFICIENCIES

Source Engine

Unreal Engine 4

Unreal Engine 3

Probuilder

Blender

SKILLS

Blockout

Communication

Single/Multiplayer Design

2D Layouts

3D Modeling

LANGUAGES

English