GABE EUBANKS
Game Designer

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SKILLS

- Open World Experience
- Encounter Design
- Environmental Storytelling
- Rapid Prototyping
- Iterative Design Methods
- Collaboration
- Communication
- Documentation
- Level Design

SOFTWARE

Engines:
- Unreal Engine 5
- Unreal Engine 4
- Unity

Editors:
- Creation Kit
- Source Engine (Hammer)
- Dying Light Dev Tools
- Far Cry 5 Arcade

Scripting:
- Blueprints (Unreal Engine)
- Lua

Art:
- Adobe Creative Suite
- 3DS Max (Autodesk)
- Google Sketchup

EDUCATION

2023 | Southern Methodist University (Guildhall)
Masters of Interactive Technology

Level Design
Game Design

2021 | University of Nebraska
Bachelor of Fine Arts (Film & New Media)

Honors Student
Filmmaking
Screenwriting
Interactive Media

PROJECTS

LIGHT OF ALARIYA | Unreal Engine 5
Level Designer | 4 Months | March 1st, 2023

- Worked in a technical level design role
- Identified and learned technology for a procedurally generated open world
- Researched and played a part in nearly every cutscene in the game
- Assisted team members in audio / video implementation

HEX RALLY RACERS | Unreal Engine 4
Lead Level Designer | 4 Months | May 20th, 2022

- Led a team of 29 designers to create a kart racing game in 4 months
- Identified the method / pipeline of track construction
- Had final say on track design decisions
- Ensured all designers stayed productive, efficient, and valued

THE FAMILY BUSINESS | Creation Kit (Fallout 4)
Solo Level Designer | 80 Hours | July 19th, 2022

Design Goals:
- Crafted an appealing mobster narrative with a "grey area" branching choice
- Created "towns people" with unique dialogue options and story impact
- Constructed believable downtown urban enviornment

GET IN, GET OUT | Dying Light Developer Tools
Solo Level Designer | 105 Hours | December 9th, 2022

Design Goals:
- Aesthetically pleasing college campus (interior & exterior)
- Engaging gameplay through player / enemy interactions
- Encouraging player flow through space (verticality / alternate paths)

EXPERIENCE

2023-Present
Associate Designer | Wonder Works Studio

- Developed experiences for Fortnite in the Unreal Engine
- Researched and pitched ideas for experiences based on popular trends
- Ensured functionality of the products and loops through coding in Verse
- Adjusted experiences based on feedback from leads and playtesters

2022-2023
Graduate Assistant | Southern Methodist University

- Chosen by the head faculty of level design at Guildhall
- Assisted the incoming class of level designers with technical editor help
- Hosted labs 2-3 times a week for in-person support
- Additional liason between faculty and students