

# Brennan James Segarra

## Game Designer

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### Work

**Firaxis Games, Baltimore, Maryland**  
Level Design Intern - 9 Months of 2018

### Skills

- Consistent and effective communicator across all disciplines
- Capable rapid prototyping and successive testing for concise feedback
- Adaptable, multiple hat-wearing designer

### Project Experience

#### ***Unannounced Firaxis Project***

Feb - October 2018

Designed and built levels as core and side game content. Iterated on levels from design team feedback and through design development changes. Participated in design discussions and contributed to the exploration and determination of new systems and mechanics.

**Role:** Level Design Intern **Engine:** Unreal 4

#### ***XCOM War of the Chosen: Tactical Legacy Pack***

Feb - October 2018

Reviewed built levels for design inconsistencies and gameplay errors. Noted and fixed errors within the environments. Asset swapping and value tweaking. Gameplay testing and design feedback.

**Role:** Level Design Intern **Engine:** Unreal 3

#### ***Unannounced Firaxis Project***

Feb - October 2018

Designed and built gameplay environments. Gave level and systems feedback at design meetings. Prototyped and tested background gameplay functionality through Kismet code. Gameplay testing and design feedback.

**Role:** Level Design Intern **Engine:** Unreal 3

#### ***One-Gun***

January 2016 - April 2016

***Single player first-person shooter where you can change the gun's stats during play.***

Conceptualized and designed enemy types, attacks, and movement. Tested and balanced gameplay systems. Level & encounter design. Designated cross discipline communicator.

**Role:** Systems Balance, Level Designer, Team Manager **Engine:** Unity **Team Size:** 9

### Education

**Champlain College, Burlington, Vermont**  
Bachelor of Science in Game Design - Class of 2017  
Studied Abroad in Montreal, QC - Spring 2016

### Technical

Unreal 4 | Blueprint Scripting

Unreal 3 | Kismet Scripting

Unity 5 | C# Scripting

Adobe Suite | Audacity

VR Prototyping