

Brennan James Segarra

Game Designer

brennansegarra.com - 973-727-9420 - bjs@brennansegarra.com

Work

Ratloop Canada, Montreal, Quebec

Level Designer - Oct 2019 - Current

Firaxis Games, Baltimore, Maryland

Level Design Intern - Feb 2018 - Feb 2019

Education

Champlain College, Burlington, Vermont

Bachelor of Science in Game Design - Class of 2017

Studied Abroad in Montreal, QC - Spring 2016

Skills

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

Technical

Unreal 4 | Blueprint Scripting

Unreal 3 | Kismet Scripting

Unity 5 | C# Scripting

Adobe Suite | Audacity

VR Prototyping

Project Experience

Lemnis Gate

October 2019 - Current

Designed, built, and consistently iterated on arena FPS maps from graybox to shipping. Collaborated with environment artists and programmers to balance aesthetic desires, gameplay intent, and technical restraints. Worked with the Design Director to outline and document efficient pipelines for level generation and guidelines for gameplay iteration experimenting. Actively participated in systems design discussions about potential features, balance, and concerns for gameplay direction.

Role: Level Designer **Engine:** Unreal 4

XCOM: Chimera Squad

April 2018 - Feb 2019

Designed and built game environments. Gray-boxed levels to fit story and gameplay context. Worked closely with environment artists to iterate on the look and feel of spaces until complete. Gave level and systems feedback at design meetings. Prototyped background and foreground gameplay functionality through Kismet scripting. General gameplay testing and feedback.

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

XCOM War of the Chosen: Tactical Legacy Pack

April 2018 - July 2018

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

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