

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 2018 - Feb 2019

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 2018 - Feb 2019

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 2018 - Feb 2019

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