

Brennan James Segarra

Game Designer

brennansegarra.com - 973-727-9420 - brenjamseg@gmail.com

Work

Ubisoft, Montreal, Quebec

Level Designer - August 2024 - Current

Behaviour Interactive, Montreal, Quebec

Level Designer - June 2022 - June 2024

Ratloop Games, Montreal, Quebec

Level Designer - Oct 2019 - May 2022

Education

Firaxis Games, Baltimore, Maryland

Level Design Intern - Feb 2018 - Feb 2019

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
- Adaptable, multiple hat-wearing designer
- Capable with rapid prototyping and successive testing for concise feedback

Technical

Unreal 4 & 5 and Blueprint Scripting,
Unreal 3 and Kismet Scripting,
Godot and GD Scripting,
Unity 5 and C# Scripting,
VR Hardware

Project Experience

Unannounced Far Cry Project

August 2024 - Current

Designed 3D interior and exterior levels for first person PvE combat and stealth gameplay. Scripted enemy AI patrol and other behaviors across said levels to meet mission requirements. Worked with artists to fit gameplay design as well as art and tech requirements.

Role: Level Designer **Engine:** Snowdrop

Silent Hill: Ascension

June 2022 - June 2024

Designed 2D and 3D maps for larger scale environments as well as blocked out said environments. Paper designed rough storyboarding and then built a variety of gameplay cinematics within Unreal sequencer. Facilitated technical troubleshooting with design, art, programming, and QA teams.

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

Lemnis Gate

October 2019 - May 2022

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