

Brennan James Segarra

Game Designer

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Work

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

Unannounced Firaxis Project

Feb 2018 - April 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

April 2018 -

July 2018

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

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

Unannounced Firaxis Project

April 2018 - Feb 2019

Designed and built game environments. Gray-boxing with story context, plus all gameplay. Worked closely with environment artists to iterate on 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

Dissonance - (Student)

August 2016 - April 2017

VR Narrative/puzzle game taking place in the room of an abandoned family home.

Conceptualized and headed creative direction. Designed VR traversal, UI, and puzzle systems. Directed and co-wrote narrative. Managed design team and overall production as producer.

Role: Lead Designer & Producer **Engine:** Unreal 4 **Team Size:** 10