

Brennan James Segarra

Game Designer

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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

Iterated on near final art FPS maps for needed gameplay improvements. Designed, built, and iterated on competitive arena based FPS maps from graybox to final art. Participated in design discussions about potential features and balance for future gameplay direction.

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

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 environment. 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 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