

# ROSS HOUSTON

Level Designer

Portfolio- [ross-houston.squarespace.com](http://ross-houston.squarespace.com) | 724-766-3644 | [rossehouston@gmail.com](mailto:rossehouston@gmail.com)

## PROFESSIONAL EXPERIENCE

**Sony Santa Monica Studio** | Level Designer **2020-present**

**Key Projects:** God of War Ragnarok, Unannounced Game

**- God of War Ragnarok:**

- Co-owned level design of the first major exploration hub area in the game (Bay of Bounty)
- Owned level design for postgame content (large dungeon and 9 encounter spaces)
- Drafted 2D design documentation to convey overall level layouts, pacing, and gameplay beats
- Constructed playable 3D level blockouts with Maya and proprietary tools
- Responsible for level scripting including puzzle functionality, AI behavior, checkpoints, narrative banter, and VFX implementation in numerous areas
- Cooperated closely with departments at Santa Monica and partner studios to ensure gameplay goals were being met as art, audio, and other content was implemented

**- Unannounced Game:**

- Create pitch decks and prototypes to present level mechanic concepts to project leads
- Collaborate closely with combat team, designing and implementing encounters and combat spaces to test new mechanics, enemies, and encounter design philosophy

**Sony San Diego Studio** | Game Designer **2017-2020**

**Key Projects:** Unreal Engine multiplayer shooter, MLB The Show 18, MLB The Show 19

- Used Maya and Unreal to design and build POIs that could support both PvP and PvE
- Responsible for sculpting terrain and integrating POIs into a large, open-world style map
- Served as the primary designer/ stakeholder on MLB The Show's Perks and Personality systems

**Viacom NEXT** | VR Designer/ Artist **2017**

**Key Projects:** Withdrawal (Max Frost VR Experience)

- Contributed level blockouts and environment art for several interactive, VR music experiences
- Created storyboards and high-level design documentation during preproduction phase

**Simcoach Games** | Game Design Intern **2016**

**Key Projects:** Booeys: A Ghost's Code, Hooked: A Tower Crane Game

- Served as a junior designer on 3 educational, mobile games in varying stages of development
- Designed and implemented numerous levels using Photoshop and Unity

## SELECT PERSONAL PROJECTS

**Left 4 Dead 2 Level Mods** **2017-2018**

**Key Projects:** North Park (Campaign Level), Abandoned Food Court (Survival Level)

- Designed, blocked out, textured, and lit several Left 4 Dead 2 maps
- Published maps on Steam Workshop

## EDUCATION

**Carnegie Mellon University** | Entertainment Technology Center **2015-2017**

- Master of Entertainment Technology

**Lafayette College** **2010-2014**

- B.A. Studio Art, B.A. History

## SOFTWARE

- Autodesk Maya
- Adobe Photoshop
- Adobe Illustrator
- Unreal Engine
- Unity
- Source/ Hammer Editor
- Perforce
- Hansoft
- JIRA
- Pivotal Tracker

## SKILLS

- Level Design
- UI/ UX Design
- Narrative Design
- Design Documentation
- Visual Scripting
- User Testing
- Agile Development

## COURSEWORK

- **Game Design (CMU)**  
Inst. Jesse Schell
- **Level Design for Games (CGMA)**  
Inst. Emilia Schatz

## RECOGNITION

- **94 Metacritic Score**  
God of War Ragnarok
- **86 Metacritic Score**  
MLB The Show 19
- **Selection (Microsoft Build Conference 2017)**  
Withdrawal (Max Frost)