Devon Wiersma
Level Designer

Email: devonwiersma8@gmail.com

Portfolio: www.devonwiersma.games

LinkedIn: linkedin.com/in/devon-wiersma/

- AAA and indie level designer with experience in developing levels for Unreal Engine.
- Hobbies include developing solo games, graffiti, and helping marginalized devs grow.

Professional Experience

Level Designer (Unannounced Project) - The Beans Team *May 2021 - Present*

- Designing and scripting Unreal Engine 4 levels in partnership with Devolver Digital.
- Assisted in establishing and refining team-wide production pipelines and practices.

Solo Developer February 2020 - *Present*

- Solo-developed and shipped various premium indie games on Steam and itch.io.

Mission Designer (Far Cry 6) - Ubisoft Toronto *September 2018 - May 2021*

- Designed missions for a co-op shooter in a proprietary level editor utilizing visual scripting tools.
- Iterated on levels from early conception through to final implementation.
- Communicated level designs and intentions to team members of various disciplines.

Level Designer (Riverbond) - Cococucumber *January - May 2017*

- Designed isometric levels for a co-op action-adventure game for consoles and PC.

Level Designer (Dragon of Legend) - Thrive Games *June - September 2016*

- Incorporated new practices to improve to streamline existing level design pipelines for a multiplayer game.

Crew Trainer (McDonald's) *September 2010 - May 2015*

- Trained new kitchen staff, acting as a mentor and point-of-contact for new hires.

Education Experience

Bachelors of Arts in Game Design *(Sheridan College, GPA: 3.85 / 4) 2014-2018*

Art Fundamentals (Certificate) *(Sheridan College) 2013-2014*

The Architectural Imagination (Certificate) - HarvardX *2019*

Volunteer Experience

Mentor *- Independent (Ongoing)*

- Guided the career and design growth of marginalized mentees to meet their goals.

Speaker *- Various Formats (Ongoing)*

- Presented talks at various events on game development to both students and professionals.