

Peyton Walker

Level Designer

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Shipped Games

○ Kila: Hourbound Game Designer

Guildhall GameLab
June 2025 - December 2025

- Led a Team of 26 Developers on a Single-Player, Action-Adventure Platformer in a Fantastical World with Key Mechanics of Time Manipulation and Fast-Paced Melee Combat, Using UE5
- Collaborated with Fellow Leads to Define the Game, Form Key Decisions, and Support the Team from a Holistic Approach
- Maintained Thorough Documentation on All Game Goals & Feel, Key Systems and Mechanics, Style, World and Level Characteristics, and Player Experience

○ HardDriverz Level Designer

Guildhall GameLab
January 2025 - April 2025

- Designed a Desert-Inspired Track, Implementing Assets to Completion for a PC-based Stylized Arcade Racer Game built in UE5
- Balanced Track Sections and Obstacles to Fit Different Player Strategies in Relation to Modular Kart Selection: Weight, Acceleration, Handling
- Worked Alongside Artists to Construct a Donut Loop Track Segment from Ideation and Requirements to Polish

Independent Projects

○ Honorable Mention Level Designer

January 2025 - April 2025

- Created a Unique, Interactive Worldspace in Starfield, with the Creation Kit Engine, to Form a Combat and Exploration-Heavy Quest
- Incorporated Verticality, Terrain, and Differing Flow and Cover Patterns to Provide Variation and Maintain Player Engagement
- Crafted Distinct Areas, Mixing Open and Linear Flow, to Simulate Quality Level Experiences - Combat, Environmental Storytelling, NPC Interaction

Skills

Software & Engines: Unity, UE5, Experience in Established Game Toolsets (*Starfield's* Creation Kit, *Half-Life 2* Hammer, *Dying Light* Dev Tools, *DOOM's* SnapMap), Microsoft Applications (i.e. PowerPoint, Word), Jira

Methodologies & Concepts: Player Flow & Environment Interaction, Quick Prototyping & Iteration, MDA Framework, System Design & Balancing, Visual Narrative

Languages & Tools: Blueprint, Visual Studio

Professional: Writing & Documentation, Scrum, Creative Problem-Solving, Cross-Discipline Communication, Detail-Oriented

Education

○ **August 2024 - May 2026**
Southern Methodist University - Guildhall

Master of Interactive Technology in Digital Video Game Development

○ **May 2019 - May 2023**
Texas A&M University

Bachelor of Communication
Certificate in Conflict Management and Leadership