



Peyton Walker

Level Designer

Contact

- Phone**
214-500-7047
- Email**
pawalker@smu.edu
- Portfolio**
peytonwalkerdesign.com
- Location**
Dallas, TX

Skills

- Writing & Documentation
- UE5, Unity
- Experience in Several Established Game Toolsets: (Creation Kit, Hammer, Dev Tools, SnapMap)
- Blueprint, Visual Studio
- Microsoft Applications

Strengths

- Creative Problem-Solving
- Quick Ideation & Iteration
- Large-Scale, Team Communication
- Detail-Oriented

Interests

- Reading - Fantasy, Thriller, Mystery
- Worldbuilding
- Figurine Collections

Projects

Redline Trials

Level Designer
January 2026 - Current

- Developed a Single-Player, Precision Shooting and Platformer Level through the Half-Life 2 Hammer Engine
- Prototyped and Refined New Systems to Create Abstract, Dynamic Arenas that Gradually Challenge the Player
- Iterated on Key Conveyance Elements to Allow Seamless Affordances and Feedback for the Player

Kila: Hourbound

Game Designer
June 2025 - December 2025

- Led the Development of 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

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

HardDriverz

Level Designer
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

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