

Ethan Cossio

Level Designer



Level Designer with two years worth of experience in prototyping levels, communicating with teammates and clients, and utilizing gaming trends within pipeline development. I seek a position that uses my knowledge and passion for gaming to deliver fully realized narrative experiences of the AAA standard.

Skills

Unity
Unreal Engine 5
Adobe Creative Suite
Prototyping
Mechanics
Quality Assurance
Pipeline Development

Education

M.S. Creative Technologies: Game Design -May 2021, *Illinois State University*
B.S. Biology -May 2018, *University of Nebraska - Omaha*

Work History

Level Designer (Freelance) *June 2023-Present, Psychedelic Games Studio*

Role(s):

- Blockout, design, and polish levels.
- Playtest, discuss with teammates, and iterate levels.

Level Designer (Freelance) *September 2022-Present, Funovus*

Role(s):

- Design hero, tower, and spell kits.
- Design and balance levels.
- Write event and character story.
- Discuss content design and proposals.

Map Designer (Freelance) *July 2022-December 2022, Advanced AI Studios*

Role(s):

- Produce and iterate level content.
- Coordinate with team on open world.

Projects

GoldenTides (Web3) *2023-Present*

Role(s): Level Designer

Genre(s): MOBA

WildSky TD (Mobile) *2022-Present*

Role(s): Level Design, QA, Video Edit

Genre(s): Tower Defense

Kingdoms and Heroes (PC) *2022*

Role(s): Map Designer

Genre(s): RPG, Open-World

Plunder the Present (PC) *2021*

Role(s): Level Designer

Genre(s): 2-D Platformer, Metroidvania

Ground Zero (PC) *2020*

Role(s): Level Designer

Genre(s): Rogue-lite, Dungeon Crawler.

Tenebris (PC) *2022-Present*

Role(s): Level Design

Genre(s): First-Person Shooter, Horror.

Contact

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