Brennan James Segarra

Game Designer

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Work

Behaviour Interactive, Montreal, Quebec
Level Designer - June 2022 - June 2024
Ratloop Games, Montreal, Quebec
Level Designer - Oct 2019 - May 2022
Firaxis Games, Baltimore, Maryland
Level Design Intern - Feb 2018 - Feb 2019

Education

Champlain College, Burlington, Vermont
Bachelor of Science in Game Design - Class of 2017
Studied Abroad in Montreal, QC - Spring 2016

Skills

● Consistent and effective communicator across all disciplines

● Adaptable, multiple hat-wearing designer

● Capable with rapid prototyping and successive testing for concise feedback

Technical

Unreal 4 & 5 and Blueprint Scripting,

Unreal 3 and Kismet Scripting,

Godot and GD Scripting,

Unity 5 and C# Scripting,

VR Hardware

Project Experience

Silent Hill: Ascension   June 2022 - Present

Designed 2D and 3D maps for larger scale environments as well as blocked out said environments. Paper designed rough storyboarding and then built a variety of gameplay cinematics within the sequencer. Facilitated technical troubleshooting with design, art, programming, and QA teams.

Role: Level Designer   **Engine:** Unreal 4

Lemnis Gate   October 2019 - May 2022

Designed, built, and consistently iterated on arena FPS maps from graybox to shipping. Collaborated with environment artists and programmers to balance aesthetic desires, gameplay intent, and technical restraints. Worked with the Design Director to outline and document efficient pipelines for level generation and guidelines for gameplay iteration experimenting. Actively participated in systems design discussions about potential features, balance, and concerns for gameplay direction.

Role: Level Designer   **Engine:** Unreal 4

XCOM: Chimera Squad   April 2018 - Feb 2019

Designed and built game environments. Gray-boxed levels to fit story and gameplay context. Worked closely with environment artists to iterate on the look and feel of spaces until complete. Gave level and systems feedback at design meetings. Prototyped background and foreground gameplay functionality through Kismet scripting. General gameplay testing and feedback.

Role: Level Design Intern   **Engine:** Unreal 3