



William Clifford

Level & Game Designer



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Paradisgatan 24, Göteborg

Work experience

Lead Level designer • MindArk. 2021 - Current

Started as a mid-level and was asked to step up to interim lead after about six months. After a year as interim I was promoted to permanent. I've held responsibility for all level & world work for Entropia Universe and the Entropia Unreal project. Practically working with Level & Game design, but also creating World direction and Level design-rulesets, scripting prototypes, and researching usability of new Unreal technology (World partitioning, HLODs, Procedural Content Generation).

CEO and Designer • Arcscape Studios. 2017 - 2019

Self-started game studio consisting of seven people. I was responsible for all world building and game design. I also worked with business development, scripting, marketing, and QA testing.

IT-consultant • Jefferson Wells/HCL. 2018 - 2019

Sustaining systems, account management, internal user support and creative problem solving for Sweden's largest train company. Actively working with over 50 teams, maintaining external systems. Creating scripts based on what we need to be more efficient at, to make that process smoother.

Game Design Teacher • LBS Creative School. 2018

Taught courses Game Design 1 and 2. Focusing on production models, iterative product design, game theory and C# prototyping.

Education

The Game Assembly • Level Design. 2019 -2021

Advanced Diploma in Higher Vocational Education

University of Skövde • Game Design 2015-2018

Bachelor of Science - Informational Technology

LBS Creative School • Game Programming. 2012-2015

Upper Secondary School

Technical Skills

- Unity Engine
- Unreal Engine
- Blender
- Reaper
- Visual scripting
- Photoshop
- Davinci Resolve
- Perforce
- SVN
- OBS Recording