

Callym Lukie

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Summary

Level Designer with experience prototyping and designing for multiplayer and single-player worlds in Unreal, and Unity Engine. Developed skillset in encounter / mission design, tutorial design, performance optimization, and narrative implementation. A willingness to correct mistakes, rip-apart, iterate, challenge and completely redesign spaces for better future gameplay.

Experience

Level Design, Game Design, QA - Game Jam Strike Team - 2024 to Current - UE5

- Shipped levels from initial concept to final through iteration, playtesting, and team collaboration.
- Documented multiple game worlds with intentions for incorporating narrative, features, and combat.
- Applied a player focused mindset ensuring features, levels, and missions are a cohesive gameplay loop.
- Challenged and iterated on designs to ensure they align with gameplay goals in an accelerated timeline.
- Collaborated, taught, and learned from a multidisciplinary team across 5+ worldwide timezones.

Level Design, Documentation, Combat Implementation, Blue Printing - 2024 to Current - UE5

- Carefully crafted initial layouts, environments, narrative, and gameplay moments that guide players.
- Applied iterative design by evaluating levels, scenarios, and refining content based on design goals.
- Ensured spaces supported existing mechanics in exploration, combat, and narrative.
- Created documentation outlining gameplay beats, level progression, pacing, and player objectives.
- Utilized source control and collaborative development tools alongside other designers.

Lead Level Designer, Combat Design, QA - "Shell Struck" - 2023 - Unity Engine

- Solo owner of level and world from initial concept through blockout, testing, iteration, and completion.
- Developed world in support of tutorials, combat, narrative, and exploration.
- Documented initial levels, and iterated throughout the design process to improve the overall gameplay.
- Collaborated with a multi-disciplinary team to centralize ideas, review features, and identify risks.
- Used JIRA to track bugs, team status, and communicate project intentions, feedback, and constraints.
- Play tested scenarios, and identified problems to develop proactive solutions.

Level Design, QA, UI/UX Design - "Frozen Minds" - 2023 - Unity Engine

- Designed and balanced a competitive 1v1 PVP shooter map featuring a zone control focus.
- Designed and tested UI across multiple game states, ensuring ease of use and maintaining consistency.
- Evaluated level balance and player experience through iterative testing and leading playtests.
- Collaborated with a multi-disciplinary team of 5 online, and onsite to validate the games progression.

Skills

Design: Level Design - Combat Implementation - Encounter / Quest Design - World Partition (OFPA, Data Layers) - Narrative Implementation - Tutorial Design - System Balancing - Documentation - QA - Blue Printing - Feature Planning

Tools: Unreal Engine 4 & 5 (Modelling Tool, Lumen, Nanite, World Partition, Blueprints) - Unity - Jira - Source Control - (GitHub, SouceTree) - Maya, Blender - Microsoft Suite - Google Suite - Slack - Adobe Suite

Education

Diploma in Game Design - Vancouver Film School - Honors
Nominated for 'Best in Level Design' by VFS Level Design Team

Passions

D&Ds, boss fights, Football (COYG), unique environments, manga, and narrative driven level design!