

Chris Foster

Level Designer

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Skills

Tools/Software - 5 years of Unreal Engine, 3 years of Unity, 1 year of UEFN, GitHub, Perforce, Trello, Jira, SVN

Workflow & Team-Based - Collaboration, Cross Disciplined, Articulate, Leader, Great With Time Management, Able To Take Feedback, Great Communication, Problem Solver

Work Experience:

ILHAM Inc

Nov 2024 - Nov 2025

Lead Level Designer -- Mystic -- (PC & Xbox) -- March 2025 - Nov 2025

- Collaborating with Programmers to implement and test systems based on documentation created by myself
- Reworking opening tutorial section of the level to connect our narrative beats to our core mechanics
- Leading design discussions/meetings to finalize documentation to hand over to our programmers
- Polishing the level of the Inzari Region to ensure our parkour system feels fast pace and fluid

Level Designer -- Mystic -- (PC & Xbox) -- Jan 2025 - March 2025

- Replaced the blockout of the Inzari village with art assets to test the combination of parkour and combat in the level
- Created a metric system for a modular prop set for the village and the House of Wisdom for the artists to create the pieces I needed
- Pitched and prototyped new parkour ideas to make our system more fluid and enjoyable for the player
- Worked with artists to create pieces that are parkourable that are based on real life structures in Pakistan

Level Design Intern -- Mystic -- (PC & Xbox) -- Nov 2024 - Jan 2025

- Created test levels for our programmers and designers to test our different core mechanics
- Researched and created documentation based on the reference location of our level to accurately create our world based on weather conditions, structures, and more
- Worked closely with Artists and the Lead Designer to create a level that matches our narrative and parkour mechanics
- Collaborated with designers to bring survival elements like crafting and building into our level based on the real world resources

DePaul Originals Game Studio

Jan 2024 - Nov 2024

Level Designer -- Haunted Jarvis -- (VR) -- Jan 2024 - Nov 2024

- Modeled blockout meshes in Blender to be placed in two different sections of the level that were based on the Jarvis Center
- Designed sequences that triggered haunts to enhance suspense and exploration
- Lead the Design team on the progression of the story through tutorials and tasks

Education:

Bachelor's of Science in GAME DESIGN -- DePaul University -- Sep 2020 - June 2024