



Leo Murray

Level Designer / Writer

ABOUT ME

A level designer and writer. I am a highly motivated worker that will always go for the challenge of learning something new and getting out of my comfort zone. I am looking to expand my skill set and bring my can-do attitude to any project I can.

CONTACT DETAILS

Mobile: 916-628-0615

Email: leomurrayjr@gmail.com

Portfolio: leomspportfolio.weebly.com

WORK EXPERIENCE

Sr. Debug Tester

Aston Carter @ Nintendo of America, 2019 to Present

- Evaluated daily builds
- Checked for grammar, spelling, and formatting errors
- Verified text elements visually for placement, overruns and on-screen accuracy in English, French, Portuguese, and Spanish
- Compiled detailed bug and text reports including written and video instructions for developer duplication
- Communicated and worked with various teams for cohesive testing
- Compiled weekly management reports for tracking progress amongst various versions of builds

Level Designer / Lead Marketing Coordinator

Razor Edge Games, 2016 to 2017

- Blockout Level Design Concepts
- Utilized Visual Concepts for Level Flow and Design
- Created Various in-game locales for Marketing Campaigns
- Maintained detailed asset logs for the design doc. and various team projects.
- Write, proofread, edit, and engaged with various social media outlets

QA PROJECTS

- Marvel Ultimate Alliance 3: The Black Order
- Animal Crossing - Content Update
- Fitness Boxing 2: Rhythm and Exercise
- Mario Kart Tour
- Dragalia Lost
- Nintendo Switch Sports

TECHNICAL SKILLS

- Unity3D
- Unreal Engine
- Confluence
- Mobile Testing
- Level Design
- Environmental Storytelling
- Design Documentation
- Trello
- Feedback Driven
- Team player

ACADEMIC HISTORY

Full Sail University - Winter Park, FL

BS in Game Design, 2013

- Created a prototype video game for the final, group project as level designer and writer.