CORY PFEIFER

LEVEL DESIGNER

CONTACT

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SKILLS

- Level design
- Interactive narrative design
- Set dressing
- Paper prototyping
- Playtesting
- 3D modeling
- Documentation
- Project management

TOOLS

- Unity Engine
- Unreal Engine
- C# programming
- Maya
- Perforce
- GitHub
- SourceTree
- Photoshop
- Krita
- Excel

EDUCATION

DIGIPEN INSTITUTE OF TECHNOLOGY

Bachelor of Arts in Game Design

- Magna cum laude and Dean's Honor List

PROFESSIONAL EXPERIENCE

LEVEL DESIGNER - NEVER ALONE 2

E-Line Media | Jan 2023 - Apr 2023 (Intern) | Apr 2023 - Current

- Designing and implementing gameplay to create engaging co-op experiences in a beautiful living world
- Evaluating and improving existing mechanics to ensure gameplay is cohesive and consistently fun
- Developing quests to facilitate narratively meaningful interactions
- Conducting research and consulting Alaska Native Heritage Center partners to produce authentic, culturally-informed content

DESIGN INTERN - LIVE OPS TEAM

Endless Studios | May 2022 - Dec 2022

- Designed and implemented levels and gameplay in Unity-based 3D platformer map editor using premade assets
- Designed and pitched gameplay systems for unannounced 2D game
- Wrote world lore to create narrative context for gameplay
- Created gameplay mockups and UI wireframes to visualize designs
- Maintained game design and playtesting documentation
- Revised designs based on supervisor feedback to meet project goals

DESIGN INTERN - PROJECT LEAD, LIVE OPS TEAM

E-Line Media | Jun 2021 - Sep 2021

- Designed levels and gameplay for a 3D first-person stealth game
- Greyboxed, playtested, and set-dressed levels, including during development livestreams on the Endless Studios YouTube channel

ACADEMIC PROJECTS

LEVEL DESIGNER

Riverside Ruins - **3D Adventure, Unity | Sep 2022 - Dec 2022**

- Independently created a 15-minute first-person adventure game
- Sketched layouts for a seamless linear level featuring three distinct areas that the player traverses by kayak and on-foot
- Blocked out level layout and gameplay using primitive shapes
- Beautified in-game spaces by adding textures, props, and lights
- Scripted movement, dialogue, and puzzle gameplay in C#

LEVEL DESIGNER

Pond Scum - **3D Isometric Action-RPG, Unity | Jan 2022 - Apr 2022**

- Independently created a 10-minute action-RPG with a touching story set in an amphibious fantasy world
- Designed and implemented levels featuring quest progression
- Scripted movement, dialogue, combat, AI, and quest systems in C#
- Wrote lore and dialogue to create a unique immersive setting