

Hannah Tallan

Level Designer

HannahTallan.com
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Skills

Design

World Building
Environmental Storytelling
Single Player Design
Multiplayer Design
Design Documentation
Level Lighting
Blockout/BSP
Cross Discipline Communication
Rapid Prototyping
Testing and Iteration
Agile Development

Engines/Editors

Unity 5 and 2018
Unreal Engine 4 & 5
Creation Kit (Fallout 4)
Chrome Engine 6 (Dying Light)

Scripting Languages

C#
Papyrus (Creation Kit)
Blueprint (Unreal)
Lua

Tools

Adobe Photoshop
3DS Max
Version Control (Perforce)
JIRA
Slack
Microsoft Office

Professional Experience

Assoc. Level Designer: Archetype-Entertainment (2021-present)

Unreal Engine 5 - Cross Platform – Single Player RPG

- Designed and scripted both open world and linear levels
- Placed and scripted bespoke combat encounters
- Worked with engineers to prototype multiple tools and features
- Worked closely with environment artists and narrative designers

Level Designer: Redfall - Arkane Studios, Austin (2019-2021)

Unreal Engine 4 - Cross Platform – Open World Coop FPS

- Designed and scripted 4 unique levels from the ground up
- Planned and implemented combat encounters
- Participated in pre-production brainstorming to design game flow
- Worked across disciplines with level architects & systems designers

Master's Thesis

Chrome Engine 6 (Dying Light) – Hill's Peak

- Created and tested best practices for the use of motivational valance theory in a single player, first person experience
- Implemented and polished challenging parkour sequences
- Constructed a large, open level with multiple points of interest

Graduate School Projects

Game Designer: La Rana

Unreal Engine 4 - PC - Puzzle Platformer

- Worked across disciplines with artist, programmers, and level design
- Developed pipelines across all disciplines
- Solidified gameplay mechanics and narrative structure

Lead Environment Level Designer: Interstellar Racing League

Unreal Engine 4 - PC - Racing - 4 Person Couch Coop

- Directed a team of 6 level designers and coordinated with 6 artists
- Coordinated pipelines between artists and level designers

Education

SMU Guildhall: Level Design (2017-2020)

Master's in Digital Game Development – Level Design

Albany Medical College (2014-2016)

Attended for 2 years before leaving in good academic standing

University of Alaska, Fairbanks (2009-2013)

Bachelors Degrees in Biology and Psychology with a minor in foreign language