

CHRISTOPHER HELD // LEVEL DESIGNER

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Shipped Games:

- (2024) **Dead Island 2 - SoLA**
- (2023) **Dead Island 2**
- (2017) **Homefront: The Revolution - Beyond the Walls**
- (2016) **Homefront: The Revolution - Voice of Freedom**
- (2016, joined 2015) **Homefront: The Revolution**

Key Skills:

- Conception, prototyping and development of levels and missions that incorporate each department's requirements throughout all development phases
- Taking ownership of content to elevate its strengths based on project core pillars, and efficiently complete it to schedule
- Documentation and cross-departmental information sharing to ensure a standardised workflow across content
- Working with development tool creators to request tools, provide feedback and improve usability; providing guidance and documentation for design team

Professional Experience:

03/23 - 04/24 Dead Island 2: DLC2 - SoLA (Unreal Engine 4)

Level-Designer: Deep Silver Dambuster Studios (Nottingham, UK)

- Ownership of main missions from ideation to release
- World building for main quest and open-world areas
- Mentored junior level designers (LD) including documenting of working processes and writing best practise and workflow guides

02/18 - 03/23 Dead Island 2 (Unreal Engine 4)

Level-Designer: Deep Silver Dambuster Studios (Nottingham, UK)

- Ideation and whiteboxing in collaboration with Narrative and Art teams of main and side missions, open-world levels and HUBs
- Ownership of side and tertiary content from start to finish
- Side-content taken on to elevate its strengths and complete to schedule
- Close assistance of senior LDs throughout development (feedback, content development, point of contact in their absence and maintenance of designs in post-alpha phase)
- LD responsibility for features (to varying degree): loot, open-world AI setups, carriable zombie lure bags
- Collaborated with technical designers and coders to improve editor tools and write usage guides
- Game closure: bug-fixes, performance optimisation and systemic updates for the whole game
- Improvements for LD pipeline: standardised documentation and made templates, organised improvements for usability and efficiency of LD tools
- Assisted recruitment process (interviews, LD tests)
- Temporary full-time QA support: tested and reported bugs

04/17 - 02/18 Unannounced Project (Unreal Engine 4)

Junior Level-Designer: Deep Silver Dambuster Studios (Nottingham, UK)

- Prototyping of gameplay-mechanics and features with other departments
- World building and idea generation/visualisation

Professional Experience:

- 09/16 - 04/17 Homefront DLC2/3 - Beyond the Walls (Cryengine 2)**
- Mission integration, combat, and stealth encounters (in partly pre-built world), conceived and scripted cinematic events
 - Iterated and maintained content from senior designers
- 06/16 - 09/16 Homefront DLC1 - Voice of Freedom (Cryengine 2)**
- Designed and produced the coop mission “*Indy Forever*” by using existing mechanics in a new way to create escort gameplay
- 09/15 - 06/16 Homefront: The Revolution (Cryengine 2)**
- Turned open-world strongholds into unique experiences by using all available mechanics and dressing
 - Designed a strike point and pop-up mission
 - AI activities: populated world, worked with Animation and Tech-Design on new combinations based on weather and uprising states; fixed bugs
 - Tertiary content (side jobs): alterations, unified scripting and bug-fixing
 - Identified and replaced open-world script inconsistencies with own standardised scripts
 - General bug fixes

Other Work:

- 05/08 - 06/12 Wreckage Trilogy (Crysis Mod, Cryengine 2)**
- Developed a mod trilogy for Crysis with a three-member team
 - Conceived the idea and lead the development, game, and level-design; received assistance with programming, AI and 3D models
 - With Cryteks/EAs permission, the final part “*Wreckage*” got released as a free standalone game

Previous Professional Experience (Graphic-Designer):

06/14 - 12/15	Freelance Graphic Designer Branding and interactive design	05/13 - 09/13	Freelancer for Web/Advertisement Agencies
09/13 - 04/14	Ogilvy&Mather Advertising Frankfurt Internship Art Direction	12/08 - 10/09	BrandOrange Communications Apprenticeship Graphic Designer (Contract was terminated due to the companies untenable financial situation)

Education

10/09 - 03/13	Werkkunstschule Lübeck Communication Design Diploma, best final mark	08/06 - 07/07	Vocational Basic Education Year Wood-Technology Emil-Possehl-Schule, Lübeck, Germany
08/07 - 04/08	Civilian Service Asklepios Gesundheitszentrum Housekeeper	2000 - 06/06	Realschule Bad Schwartau Secondary school
		1996 - 2000	Grund- und Hauptschule Rensefeld Primary school

Details

Date of Birth: 25/06/1989
Nationality: German
Languages: German (native), English (fluent)
IT: Hansoft, Jira, Microsoft Office, Adobe Photoshop, InDesign (semi-professional)
Other Interests: Academic portrait and figure drawing, outdoor and landscape sketching in groups, walking