JULIAN DISTERHEFT
Krazzdaxx

Level Designer

CONTACT

📱 647-701-1979

🏠 Kamloops, BC

✉️ JulianDisterheft@gmail.com

🌐 SpaceImpGames.com

EDUCATION

Postgraduate Degree
Game Design

GEORGE BROWN COLLEGE
2018-2019

Advanced Diploma
Game Programming

GEORGE BROWN COLLEGE
2015-2018

EXPERTISE

Creativity
Player Experience
Gameplay Scripting
Collaboration
Iterative Design
Communication
Content Ownership
Layout & Terrain Tools

PROFILE

My name is Julian Disterheft and I am a Level Designer based in Kamloops, BC, Canada. I have six years of game development experience with four of those years developing in a AAA envrionment as a Level Designer. I have experience working with Unreal, Cryengine, and Unity to develop singleplayer and multiplayer games.

EXPERIENCE

Piranha Games - MechWarrior Online - Level Designer   *2022 - 2025*
- **12v12 competitive multiplayer map development for Mech combat.**
- **Luthien - MW5:Clans environment rebuilt and tuned for multiplayer.**
- **Bearclaw - Frozen cave starport heavily inspired by Hoth.**
- **Ceres Metal Scrapyard - Dank dumping grounds for Mech manufacturer.**
- **Free Worlds Colosseum - Blood gulch inspired alien Mech arena.**
- **Terra Therma Crucible - Volcanic biome, with circular midpoint design.**

Piranha Games - MechWarrior 5: Clans - Level Designer   *2023 - 2024*
- **AAA development environment, level layout and gameplay scripting.**
- **Last Resort - Sulfuric, canyon-esque industiral sabotage mission.**
- **Hold the Line - Temperate, prairie-like wave defence mission.**

Piranha Games - Evil Vs Evil - Level Designer   *2022*
- **Designing bespoke narrative based linear singleplayer/co-op levels.**
- **Mission design documentation with map layout, objectives, references.**

Archon Forge Games - Demon Knights - Level Designer   *2020 - 2021*
- **Designing levels for combat, exploration and narrative gameplay.**
- **Designing and scripting gameplay mechanics in Unreal blueprints.**

George Brown College - Lead Game Designer & Programmer   *2018 - 2020*
- **Conceptualized Bloom Virtual Village edutainment game.**
- **Designed the level for exploration and narrative gameplay.**
- **Designed and programmed gameplay mechanics in Unity C#.**

PROJECTS

Ubisoft NEXT Level Design Challenge   *2020*
- **Mission Design Doc that contains story, references pics, interior and exterior 2D map, playstyles, and mission win / loss conditions.**
- **Built the mission layout in UE4 with tools and specs provided by Ubi.**
- **Designed and scripted gameplay elements featured in the level.**
- **Focus on player experience and content navigability when developing.**