

laurenpearcepersonal@gmail.com

<https://www.linkedin.com/in/lauren-pearce-design>

<https://www.lpearce.com/>

Lauren Pearce

Level Designer

Passionate Level Designer eager to commit to team success through hard work, attention to detail, and calm communication skills. Keen to create long-lasting unique and emotional experiences for the players. Confident in the understanding of design rationale and constantly curious and enthused to expand knowledge in all aspects of Game Design and life.

Software skills & experience

- Unreal Engine
- Unreal Engine Blueprint
- MS Office (Word, Excel, PowerPoint, Forms)
- Trello, JIRA
- Photoshop
- 3DS Max (level blockouts)
- Premier Pro
- Valve Hammer Editor
- Source Control (SVN)

Game Design skills

- Writing Game and Level Design Documentation
 - Prototyping, playtesting, and iterating designs
 - Implementation planning
 - Designing gameplay systems
 - Implementing gameplay flow, progression, pacing
 - Level design and meshing out in Unreal Engine
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Professional Experience

July 2024 - Current - Level Designer, **AWE INTERACTIVE**

July 2023 – July 2024 - Junior Level Designer, **AWE INTERACTIVE**

- Created levels from pencil phase to blockout for an FPS RPG
 - Crafted a diverse array of engaging combat spaces as well as traversal spaces
 - Collaborated with departments to ensure a cohesive and smooth gameplay experience
 - Worked under guidance of seniors, and was given the opportunity to take ownership of multiple spaces
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Education and projects

SEPTEMBER 2020 – JUNE 2023

Gameplay Design & Applications / Staffordshire University, Stoke-On-Trent

Below are some of the game projects created:

[Scrapheap Showdown– A Far Cry 5](#) outpost level taking place in an overtaken scrapyard, supporting multiple approaches and playstyles, with careful consideration to avoid dominant strategies and sniper perch paradises.

[Regretfall](#) – Won **first place at GradEx 2023** in level design. It's an experimental interactive walking sim, that utilizes surreal architecture. This project helped aid my understanding of affordances, narrative-level design, and pacing. Made in **UE5**.

[Finish Line](#) – **co-lead** for a team of 19, designed gameplay mechanics, and racetrack and mentored and monitored junior designers, giving regular feedback via calls and tasks on JIRA.

[Gun for Cover](#) – a retro fps level made in **UE5** utilizing a given framework. Enabled creative decisions to work within limitations.

Game Events Attended

- **Judge for GradEx Degree Show** - 6th June 2025 – attended as level design **judge** and gave feedback to the students' work
- **Participant in GradEx Degree Show** - June 2023 – submitted a student project (Regretfall) for the level design category and won **first place**