

# Max Boyle

Portfolio: [maxboyledesign.com](http://maxboyledesign.com)



## Experience

### Fall Guys (PC/PS4)

*Online Multiplayer Physics Based Battle Royale*

*January 2020 - Present*

As a Junior Level Designer I worked on creating levels from concept to completion for Fall Guys, as well as being involved in providing feedback across all new levels within the design team. Working primarily within Unity for this project.

On Fall Guys, I created 3 levels for launch and also worked on future post release content.

During my time, my core responsibilities across level design were

- The initial concept and pitch
- Iteration upon critique of the concept
- Initial blockout
- Updating the blockout based on feedback
- Overseeing the design during Art Passes

Across other aspects of development I was responsible for

- Providing feedback to other designers
- Consistently updating our Wiki and documentation
- Bug Fixing across levels
- Balancing tweaks across both levels and character changes

Adding to this, I also became proficient with Gamefuel, our CMS system. Learning to correctly implement new content in to the game as well fully updating our naming conventions.

### CEOverkill (PC)

*First Person Melee Action Game (University Project)*

Working as a lead level designer and systems designer. My involvement included creating the movement systems and prototype and helping with AI balancing.

With the levels I was involved in some of the initial concepts. I also contributed to other levels made within the team, iterating their design through the use of custom player movement mapping data. Through this project I also gained experience in asset manipulation and management.



## Education

### BA Games Development

Falmouth University

*September 2017 - July 2020 (Predicted 2:1)*

- Communicating effectively among small to medium sized teams
- Being able to present ideas effectively
- Ensuring team conflicts are resolved in a civil manner
- Creating games using agile and scrum methodology

## Personal Information

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## References

Jeff Tanton - Creative Director (Mediatonic)  
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Joe Walsh - Lead Game Designer (Mediatonic)  
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## About Me

A designer with experience in working as a team on small to medium scale projects. Primarily working as an indie team, I specialise in Level design but I do have experience in systems design and creating thorough documentation.

I enjoy working with others to create a strong player experience across multiple disciplines. Iterating and expanding on ideas as a team is something I love to engage in.



## Skills

Good Communication Skills

Strong Team Player

Good at taking on feedback and criticism

Fast learner

Keen Analytical Ability



## Software Proficiency

Unity3D

Slack

Unreal Engine

Google Suite

Microsoft Office Suite

CMS Systems

GIT (SourceTree/Fork)

Microsoft Azure

Adobe Photoshop



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[www.linkedin.com/in/maxboyledesign](http://www.linkedin.com/in/maxboyledesign)