

James Pickett

Level Designer

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EXPERIENCE

Bethesda Game Studios, Level Designer – Rockville, MD

APRIL 2019 - July 2026

- Created memorable levels ranging from quest dungeons to POIs in titles including The Elder Scrolls 6, Starfield and Fallout 76: Wastelanders
- Designed, implemented and iterated on levels from the blockout to a polished final art and gameplay pass
- Designed encounters and novel experiences for levels with a focus on interactivity, pacing and flow
- Worked within expectations and managed scope while collaborating closely with quest designers, environment artists and programmers
- Documented relevant details, plans, lore, reference images and diagrams
- Created and defined a major faction and quest line for TES6
- Scripted environmental gameplay for levels and behavior for NPCs
- Proactively give meaningful feedback to refine game features

House Pixel Games, Level Designer & Scripter – Dallas, TX

AUGUST 2017 - AUGUST 2018

- Designed, prototyped, and implemented 8 pvp levels in Unreal Engine 4
- Scripted level and item gameplay mechanics using UE4 Blueprint
- Collected and analyzed data to inform balance and iteration of content

Boss Fight Entertainment, Quality Assurance – McKinney, TX

JUNE 2017 - AUGUST 2017

- Found, reported, and tracked bugs for a mobile card game
- Tested balance, progression, and the first time user experience

EDUCATION

SMU Guildhall, Dallas, TX — Masters of Interactive Technology – Level Design

AUGUST 2015 - MAY 2017

University of South Alabama, Mobile, AL — Bachelors of Mathematics

AUGUST 2009 - MAY 2014

Skills

ENGINES & EDITORS

Unreal Engine 4/5
Unity 5
Creation Kit
Dying Light Editor

DESIGN EXPERTISE

Documentation/Diagrams
Blockout/Whitebox
Clutter/Environment Polish
Environmental Storytelling
Scripting
Encounter Design
Puzzle Design
Writing/ NPC Dialogue
System Design

SCRIPTING LANGUAGES

UE4 Blueprint
C#
C++
Papyrus
Lua

TOOLS

Photoshop
Illustrator
Confluence
Jira
Slack
3DS Max
Perforce