

Max Boyle

Game & Level Designer

Portfolio: maxboyledesign.com



Experience

Rocket League Racing

Mediatonic/Epic Games

Level Designer

January 2023 - September 2023

- Ownership of a 2 tracks, and creative input into numerous others
- Cross-collaboration with teams in different timezones
- Full control on environmental layout/design
- Providing feedback across multiple design disciplines
- Experience within a large AAA team

Fall Guys

Mediatonic/Epic Games

Level Designer

January 2020 - December 2022

I had direct ownership on creation of 15 mass multiplayer stages that formed part of the Fall Guys launch and subsequent post-launch seasons.

During that time, my key responsibilities included:

- Brainstorming with the team in initial ideation
- Pitch documentation and initial blockouts in engine
- Taking sole ownership of assigned level content
- Iteration and design critique
- Regular Cross-discipline collaboration on new obstacles and stage features (Art & Engineering)
- Key Stakeholder on final quality and sign off of stages

Across other development aspects, I was responsible for:

- Providing actionable feedback to peers on other stages of development
- Ensuring documentation and wiki pages were up to date
- Bug Fixing and ensuring bug tickets were updated using Azure
- Balancing and tweaking across levels and character
- Creating and taking responsibility for relevant CMS data

Later in development, I joined an R&D team to help shape the future of the project

- Formed part of a team exploring Fall Guys future feature strategy
- Rapid-prototyping new ideas in Unity
- Short dev-cycles creating testable new levels and fail-fast methodology
- Providing critical feedback to the team and internal stakeholders



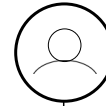
Education

BA Games Development

Falmouth University

September 2017 - July 2020 (2:1)

- Working in small teams of various disciplines
- Self-taught learning as well as working in other disciplines to ensure work was complete
- Ensuring team conflicts are resolved in a civil manner

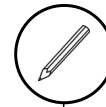


About Me

I'm a passionate and driven game designer who specialises in Level Design. I've created multiplayer stages that have been enjoyed by millions of players, as well as being a face in marketing media to answer Q&A's, explain upcoming game features and levels, and sometimes play in official streams!

I love working with people, building trust, and engaging in open collaboration in order to create the best working environment - and I believe this results in the greatest player experiences.

I also love board games and tabletop RPGs and find these excellent sources of inspiration!



Skills

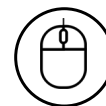
Strong Communication Skills

Good Team Player

Able to provide strong insight, critique and feedback

Fast Learner

Keen Analytical Ability



Software Skills

Unity (4+ years) Photoshop

Unreal Engine Google Suite

Jira CMS Systems

Microsoft Azure Slack

GIT & Perforce Microsoft Teams



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maxboyledesign