

James Cook

Level Designer

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www.jamescook.work

Skills

- Unreal Engine
- Blueprints
- Unity
- Photoshop
- 3DS Max
- Maya
- Blender
- Figma
- Python

Summary

I'm a level designer with over 5 years professional experience within the industry and over 9 years crafting worlds in Unreal Engine shaping gameplay spaces that tell stories and spark exploration.

Professional Experience

Level Designer — Cloud Imperium (2026– 2026)

- Worked on a live service game (Star Citizen) with a large multi discipline team.
- Created POI's with reusability in mind, for the use in the context of procedural generation
- Using python, created editor tools to help automate parts of the Level Design workflow.
- Designed and implemented PVE encounters

Level Designer — Wargaming (2023– 2025)

- Worked on 3rd Person Mech game, Steelhunters
- Prototyped level gameplay mechanics using blueprints
- Created POI's and landmarks to be implemented on large scale maps (2.5km x 2.5km)
- Collaborated closely with artists and programmers
- Led design and implementation of tutorial and onboarding levels
- Contributed to the full map development cycle, from top-down concept sketches to final blockouts

Level Designer — CCP Games (2022-2023)

- Level Designer on a Sci-Fi multiplayer FPS in UE5
- Designed and implemented small-scale POIs, integrated into expansive multiplayer environments
- Placed AI and tuned their behaviour depending on the placement within the game
- Designed and scripted mission flow and objectives
- Helped plan and design large scale maps

Game Designer — Wargaming (2022-2022)

3D Artist — Various 3D Studios (2016-2021)

QA Tester — Rockstar (2015-2016)

Education

University of Lincoln (2012 - 2015)

Games Design - First Class Honours