

WILLIAM CARSON

GAME DESIGNER

CONTACT

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🌐 [Portfolio](#)

in LinkedIn

SKILLS

Design

Blueprints in Unreal Engine
Blockmesh
Character
Camera
Control
Weapons
Mood Boards
Game/Character Balancing
AI
Behavior Trees
Abilities
User Interface

Tools and Software

Unreal Engine 5
Blueprints
Perforce
Jira
Confluence
Trello

Bonus

Microsoft Excel
Project Management
Discrete Mathematics
Programming knowledge
C++ knowledge
Fundamentals of Physical Science
Statistics
Analytics

Soft Skills

Adaptability
Attention to detail
Teamwork
Effective communication
Patience
Leadership

EDUCATION

Game Design Bachelor of Science

Full Sail University

August 2022- December 2024

WORK EXPERIENCE

John J Jeffries

Dishwasher/Host

2018-2020

Double C

Host/Food Runner/ Server

2020-Current

PROJECTS

Game Designer

Full Sail - Solo Project - AI Uprising

July 2024

- Designed and implemented engaging enemy AI using Unreal Engine's AI systems and Behavior Trees, creating immersive combat encounters with sight and sound detection.
- Developed a dynamic strafing system enabling AI to maneuver around the player, making calculated attack decisions, enhancing combat challenge and gameplay depth.
- Integrated non-linear level design with multi-path navigation across underground tunnels, above-ground pathways, and rooftops, allowing for varied player experiences and replayability.
- Incorporated optional objectives to increase player engagement and extend replay value, while maintaining an authentic military-themed environment using researched props and structures.
- Created gameplay tracking systems to display player progress and highlight missed objectives, encouraging exploration and interaction with all level areas.

Game Designer

Full Sail - Team Project - Desert Shell

May 2024

- Iteratively designed and refined gameplay mechanics across weekly sprints to enhance Desert Shell, focusing on player engagement, visual clarity, and improved usability.
- Implemented a full 360-degree player rotation in Top-Down Shooter mode, offering players a more dynamic aiming and movement experience.
- Developed a horizontal slide mechanic for the Platformer mode, allowing smoother movement transitions and adding depth to level traversal.
- Enhanced weapon recognition by inserting a distinct shotgun model for the shotgun pickup, making it more recognizable and accessible during gameplay.
- Improved projectile feedback by adding glow effects, creating a visual distinction between character and enemy projectiles with unique effects: players' projectiles featured purple and yellow lightning balls, while enemies' projectiles displayed blue wind balls.
- Introduced outline effects for enemies, enhancing visibility and making them easily distinguishable in combat.
- Conducted regular playtests to refine mechanics, UI, and audio based on player feedback, ensuring a polished experience aligned with design goals and player needs.
- Collaborated with team members to integrate mechanics smoothly, maintaining game flow and balance to deliver a cohesive, refined prototype that met high standards for visual and gameplay clarity.

Game Designer

Full Sail - Solo Project - Prism Shift

February 2024

- Designed and implemented an immersive light beam puzzle mechanic where players interact with crystal switches to activate and rotate beams of light, reflecting off objects to unlock new areas.
- Developed the core light beam functionality, including activation and rotation through player-controlled switches, enabling intuitive interaction with the game's environmental puzzles.
- Created reflective objects with precise angle settings to ensure the light beams redirected accurately, rewarding player experimentation and spatial awareness.
- Designed interactive level elements, such as doors opening and bridges moving, triggered by successfully aligning light beams with target points, allowing players to progress and discover new sections.
- Focused on clear visual cues and responsive feedback, ensuring players understood puzzle mechanics and could strategize solutions effectively.
- Prioritized player engagement through iterative testing and refinement, balancing challenge and accessibility to deliver a satisfying puzzle-solving experience.