

William Carson

Game Designer

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ABOUT ME

Former competitive Valorant player with Full Sail Armada and a strong foundation in tactical FPS design. Experienced in team collaboration through group projects, esports, and years of organized sports including varsity volleyball. Lifelong gamer with countless hours in competitive and strategy-based games, fueling a deep understanding of player behavior and game systems. A dedicated, hardworking individual shaped by years in a family-owned restaurant and driven by a passion for crafting engaging player-first experiences.

SKILLS

Design

- Level Design
- Blockmesh / Grayboxing
- Gameplay Systems Design
- Game Balance
- Game Object Placement
- Weapons & Combat Design
- Narrative Design Concepts

Technical & Tools

- Unreal Engine 5
- Blueprints (Visual Scripting)
- C++
- Jira
- Confluence
- Trello
- Microsoft Excel
- Perforce

Professional & Soft Skills

- Agile Methodology
- Effective Communication
- Team Collaboration
- Project Management
- Iterative Design Based on Feedback
- Playtesting
- Player-Centered Iteration

PROJECTS

Group Project- Project V

September 2024 - December 2024

FPS Capstone Project | UE5 | Team of 6 | 4 Months | Role: Systems & Level Designer

- Designed and implemented sliding, wall-running, and dashing using **Blueprint Timeline nodes**, **vector math**, and **capsule traces** to replicate high-speed movement similar to **DOOM Eternal** and **Titanfall 2**.
- Developed a responsive **slide system** with canceling, directionality, and slope support to enhance combat flow and movement flexibility.
- Built **modular level sections** (Entry Corridor, Generator Room) that scaffold player mastery of movement using vertical layouts, hazards, and enemy placement.
- Created thematic, **environmental storytelling** spaces like containment zones and abandoned labs using props, decals, and lighting to reveal the world of Vault Zero and Entity X.
- Led 10+ **playtests** and implemented design changes to improve pacing, movement readability, and mastery curve.
- Used **Perforce** for version control and collaborated through **Agile sprints** and **daily standups** to maintain development velocity and communication.

Solo Project - AI Uprising

July 2024 - July 2024

FPS | UE5 | 1 Month | Role: Designer, AI Scripter

- Built enemy AI using **Behavior Trees** and **Blackboards** with **sight/sound detection** and **reactive state switching** to simulate lifelike combat behavior.
- Created a dynamic **strafing system** enabling enemies to reposition and flank players, increasing tactical depth and replayability.
- Designed a **non-linear level** with three routes (underground, surface, rooftop), supporting player choice and emergent playstyles.
- Integrated **optional side objectives** and thematic props to reinforce a **military sci-fi setting** and increase gameplay variance.

Group Project - Desert Shell

May 2024 - May 2024

Rapid Iteration Project (Top-Down Shooter/ Side Scroller) | Team of 5 | 1 Month | Role: Gameplay Designer

- Implemented a **360-degree aim system** in top-down mode and a **horizontal slide mechanic** in platforming mode using **Blueprint-based** player control enhancements.
- Improved combat clarity by designing **glowing**, **color-coded projectiles** and **enemy outline effects**, boosting visibility during fast-paced action.
- Contributed to **weekly sprints** with mechanic updates and design iteration based on peer and mentor **playtests**.
- Adjusted SFX, UI feedback, and level pacing through daily standups and structured **Agile** feedback loops.

EDUCATION

Bachelor of Science in Game Design (B.S.)

December 2024

Full Sail University, Winter Park, FL

3.8/4.0.

EXPERIENCE

Host/Food Runner/ Server

January 2021 - Present

Double C- 220 N Prince St- Lancaster, PA, 17603

- Delivered guest service in a fast-paced team environment requiring communication and coordination.

Dishwasher/Host

January 2018 - December 2020

John J Jeffries- 300 Harrisburg Ave- Lancaster, PA. 17603

- Supported daily operations, cross-trained in multiple roles, and built a strong work ethic through a family-owned restaurant environment.