



Miles Carr

Level Designer

[Milescarr.wixsite.com/milescportfolio](https://milescarr.wixsite.com/milescportfolio)

📍 Lancaster, Lancashire

✉️ milescarr@hotmail.co.uk

☎️ 07508560258

About Me

Since I was a kid, I was always passionate to learn the technicalities of making a video game.

I have played video games all my life and have developed a fascination to how games are built.

My passion for Level Design formed after I started uploading levels on the steam workshop for Half-Life 2, Portal 2 and Garry's Mod.

Qualities

I am punctual, always sticking to a schedule.

I'm a team player and an outgoing person.

I love working in a team that share the same passion.

Experienced In:

Unreal Engine | SketchUp | Maya

Hobbies

I've started to read comics, my current read and favourite being The Walking Dead.

I love going on long hikes, primarily around the lake district.

In my spare time, I play a lot of video games, mainly story driven single player experiences, but also competitive FPS shooters.

Experience

2023

Finalist – Grads In Games: Search For a Star

I was tasked with creating a unique mechanic that works with other smaller mechanics.

I developed a game called Mystic Seas. Mystic Seas is a cooperative game in which two players must choose a role (coastguard or outlaw) and work together in fully restoring power to the lighthouse.

March 2023

QA Tester – Invincible Studios, Preston

With a group of classmates, I visited the game studio, and we were tasked with testing a mobile football game and this was followed with a Q&A from the game designer. This project is currently under NDA.

April 2020

QA Tester – Conway: Disappearance at Dahlia View White Paper Games Studio Manchester

During the game's development, I had an opportunity to play test the first sequence of the game. I was required to test a range of different mechanics that supported the narrative. I provided feedback to the developers about my user experience.

2019 - 2020

Front of House Team Member – Greene King, Lancaster

Before going to university, I was engaged in a fast-paced work environment with teamwork being a key factor to the job. During my time, I worked in multiple departments such as the bar or serving customers in the restaurant.

Education

2023 – 2024

MASTERS Game Design – University of Central Lancashire Graduated with a Masters First Class

I wanted to specifically focus on the level design and philosophy of player choice and direction in video games. I began creating level designs, trying numerous different techniques for guidance such as lighting, mesh placement and basic dialogue to guide the player in a specific direction whilst always giving them another option. I would play test these projects and grab individual perspectives on gameplay which helped me improve my directional storytelling and level design.

I was given the opportunity to tutor students who had no prior experience, providing them with lessons in person and through Microsoft Teams in creating their unique VR projects that would benefit their own research. I wanted to experiment with these students to see if I could deliver my own knowledge of the game design and blueprinting space in a teachable format.

2020 - 2023

BA (Hons) Games Design - University of Central Lancashire Graduated with an Honours First Class

2019 - 2020

BTEC Creative Digital Media L4 – Merit Lancaster & Morecambe College

2017 – 2019

BTEC Creative Digital Media L3 – Distinction Lancaster & Morecambe College