



Bryant Humphry

Writer/Level Designer/Game Designer



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Skills

Documentation
writing/formatting
Critical thinking
Problem solving
Leadership
Organizational Skills
Time Management
Agile
MDA Framework
SCRUM

Software

Maya
3DS Max
Unreal Engine 4/5
Unity
Substance Painter/Designer
WriterDuet
Celtx
Final Draft
Perforce
Github
Plastic SCM

Projects

- **CINEMATIC Portal Project - Level Design (Solo Project)**
2023
Level design project completed to conceptualize using in game cinematics and atmosphere to tell a story instead of using dialogue.
- **Modern House - Level Design (Solo Project)**
2023
Level design and Architectural visualization project designed around using a limited amount of materials.
- **Hitman Lyra Mod - Level Design**
2022
Designed a level for a hitman style mission. With a focus on stealth and player choice.
- **Gameboy Games - Game/ Narrative Design (Solo Project)**
2022
An exploration of the limitations of older hardware and how those limitations could create unique and interesting experiences and games.
- **Interior Level Design -Level Design (Solo Project)**
2022
Level design project completed to conceptualize using in engine graphics to represent real physical space.
- **One Voice - Author**
2021
Twilight Zone inspired script, where everyone talks with the same voice.
- **Puzzle Temple - Game Design (Solo Project)**
2020
Block style puzzle game.
- **Weather Gods - Game Design**
2018
Ocean based tower defense with a twist.
- **My life after Us - Author**
2017
Twilight Zone inspired script, where everyone talks with the same voice.

Education

- **B.S. Game Design**
DePaul University
2018-2023 Chicago IL
Relevant Coursework: Game Production, Advanced VR Game Dev, Solo Game Dev, Level Design, Playtesting, Screenwriting, Capstone

Interests

