

OWEN BOWIE

Level Designer

CONTACT

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owenbowie.com

 owenbowie

SKILLS

Level design

Game design

Blockout

Blueprint scripting

Presentation (public speaking)

User testing

Bug reporting / solving

Project management

TOOLS

Unreal Engine 5

Unity

Maya

Photoshop

Jira Cloud

Google Suite

Perforce

LANGUAGES

English (Native)

French (Intermediate)

INTERESTS

Running and biking

Modular synthesis

Chess

English Premier League

Dark Souls

Dead Space

Cats

WORK EXPERIENCE

Quality Assurance Tester - Keywords

Sept 2022 - Aug 2023

Magic: The Gathering Arena

- Performed smoke testing, regressions, and bug logging in Jira.

Associate Producer - Clipwire Games

Jun 2021 - Apr 2022

The Price is Right: Bingo! // Solitaire Pets

- From concepting through to initial release, managed internal project team of 17 developers for mobile games now earning >600K monthly revenue.
- Led backlog grooming, sprint setup, planning and kickoff, converted design documents into Jira tasks.
- Worked with executives to update milestone plan based on emergent requirements and team velocity.
- Mitigated blockers with clear definitions of done, dependencies and communication channels.

Project Coordinator - Clipwire Games

Mar 2021 - May 2021

Bingo Story

- Led daily stand-up meetings for 33 employees, co-admin for Jira projects, updated and automated task workflows.

PROJECTS

 **Lead Level Designer** - Stormlight

Sept 2024 - Dec 2024

Level & game design | Art Direction | Blockout | Cinematics | SFX

- Managed team of 10 developing a third person combat game in 4 months.
- Collaborated with artists and designers to achieve desired emotions and experiences.
- Developed and iterated on secondary content (layouts, scenarios, documents, gym).

 **Lead Level Designer** - Chronosynthesis

May 2024 - Jul 2024

Level & game design | Blockout | Modeling | Cinematics | SFX

- Lead in team of 20 developing a co-op action-adventure game in 3 months.
- Level design oversight for the game's six levels. Owner of Level 1, "Crash Site".
- Liaison between design and narrative, directed team's use of Sequencer in UE editor.

 **Level Designer** - Martyr

Feb 2024 - Apr 2024

Level & game design | Blockout | Cinematics | SFX

- Worked in team of 4 developing a survival horror game in 3 months.
- Spearheaded the game's concept and worked closely with teammates to flesh out the core gameplay mechanics, systems, and narrative.

EDUCATION

Collège LaSalle - AEC

Sept 2023 - Dec 2024

Game and Level Design

CG Master Academy - Certificate

Feb 2024 - Apr 2024

Level Design for Games by Shane Canning + Rob Colonico

Queen's University - Bachelor of Commerce (Honours)

Sept 2016 - Apr 2020

Sutton and Principal's Scholarship for Academic Excellence

Project Management Institute - Certificate

Jan 2020

Certified Associate in Project Management (CAPM)

Georgian Bay Secondary School - OSSD

Sept 2012 - June 2016

Valedictorian, Ontario Scholar, Jazz Band, Pursuits Leadership Program