OWEN BOWIE

Level Designer

CONTACT

owenbowie.com
owenbowie97@gmail.com
+1 705-994-3031

SKILLS

Level design
Layout design
Blueprint scripting
Blockout
User testing
Bug reporting / solving

TOOLS

Unreal Engine
Unity
Maya
Jira
Photoshop
Google Suite
Miro

LANGUAGES

English (Native)
French (Beginner)

INTERESTS

Hiking
Biking
Running
Modular Synthesis (Moog DFAM)
Elden Ring
Soccer (Football)

WORK EXPERIENCE

Quality Assurance Tester - Keywords
Confidential AAA Project
Sept 2022 - Aug 2023

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

Associate Producer - Clipwire Games
Unannounced Projects
Jun 2021 - Apr 2022

Managed internal project team of 17 developers, communications with outsourcing. 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
Bingo Story
Mar 2021 - May 2021

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

ACADEMIC PROJECTS

Level Designer - Martyr
Puzzle Design | Pacing | Blockout | Cutscenes | SFX
Feb 2024 - Apr 2024

Worked in a team of 4 to develop a multi-level survival horror game within a 3 month timespan. Spearheaded the game's concept and worked closely with teammates to flesh out the core gameplay mechanics, systems, and narrative.

EDUCATION

Collège LaSalle - AEC
Game and Level Design
Sept 2023 - Dec 2024

CG Master Academy - Certificate
Level Design for Games by Shane Canning + Rob Colonico
Feb 2024 - Apr 2024

Queen's University - B.Com.
Commerce
Sept 2016 - Apr 2020