





# OWEN BOWIE

## LEVEL DESIGNER

### SUMMARY

I'm a level designer with 2+ years of professional experience. Experienced in Unreal Engine, Unity and Maya. I love creating fun levels that both challenge and create opportunities for discovery.

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-  Montréal, QC, Canada

### EXPERIENCE

#### Quality Assurance Tester

Keywords Studios, Montréal, QC

Confidential Project Sept. 2022 - Aug. 2023

- Smoke testing, regressions and ensuring events are bug free throughout release pipeline for a AAA PC title.

#### Associate Producer

Clipwire Games, Toronto, ON

Multiple June 2021 - April 2022

- Managed internal project team of 17 game developers, communications with outsourcing and stakeholders.
- 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 clearly defined definitions of done, dependencies and communication channels.

#### Project Coordinator

Clipwire Games, Toronto, ON

Bingo Story March 2021 - May 2021

- Led daily scrums for all 33 employees, organized Jira projects, updated and automated task workflows.
- Templatized Bingo Story live operations in Jira to simplify the task creation process for team leads.

#### Designer

Personal Project

Buschball January 2021 - March 2021

- From concept to optimization, self-monitored development of game prototype.
- Utilized UE4 (Blueprints) to script core gameplay mechanics, character animations, levels and UI.
- Used Maya 7 to model all props and player character, texturing, rigging, skin weighting and animation.
- Composed and captured original SFX and re-sequenced music; implemented both using FMOD.

#### Designer

Personal Project

Space Maze Oct. 2020 - Dec. 2020

- Utilized Unity (C#) for gameplay and UI; recorded, designed and implemented SFX and music with Wwise.
- Established time-saving level design workflow for asset import/export between Blender and Unity.
- Digitized analog game with accurate "feel," designed modes and checkpoint system to enhance the fun.

#### Designer

Personal Project

Juggle Pong February 2020 - March 2020

- Learned Java and OOP, communicated with mentor programmer to debug and iterate on code simplicity.
- Programmed a procedural audio engine using Pure Data, designed arcade style SFX and music.
- Ensured coherence of "retro arcade" design with custom Sensel Morph controller and flashing visuals.

### SKILLS

#### Game Engines

- Unreal Engine
- Unity

#### Scripting Languages

- Unreal Blueprints
- C#
- Java

#### Software

- Perforce / GIT
- MS Office / G Suite
- Adobe Photoshop / GIMP
- Wwise / FMOD
- Visual Studio Code
- Maya / Blender

### EDUCATION

#### Collège LaSalle, Montréal, QC

AEC, Game and Level Design (Sept. 2023 - Dec. 2024)

- Classes in game design, level design, modeling, animation, and more.

#### Université du Québec à Chicoutimi, Saguenay, QC

5-week Explore French Immersion Program (July 2023)

#### Queen's University, Kingston, ON

Bachelor of Commerce (Sept. 2016 - April. 2020)

#### Project Management Institute

Certified Associate in Project Management (Jan 2020)