

# Connor Johnson

Game & Systems Designer

## Contact

### Phone

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### WWW

<https://cojodesign.net>

## Skills

Level Design  
Systems Design  
Gameplay Scripting

## Software

Unreal Engine 5  
Unity  
Hammer (Source Engine)  
Creation Kit  
LUA  
Python  
Microsoft Office Suite  
3Ds Max  
C#  
Perforce/Helix  
Adobe Creative Cloud

## Education

2020-08 -  
2022-05

### Master of Interactive Technology: Level Design

*Southern Methodist University - Dallas, TX*

2013-08 -  
2017-05

### Bachelor of Business Administration: Finance

*Texas Christian University - Fort Worth, TX*

## Project & Work History

2022-06 -  
Current

### Technical Game Designer

*High Voltage Software*

- Co-developer with Epic Games on *Fortnite*. Primarily responsible for scripting (blueprinting), implementing, and debugging new gameplay features.
- Developed mini games from concept to ship for major end of season Events.
- Helped with level design on Events including: terrain sculpting, foliage painting, and placing gameplay elements.
- Created system for new features allowing changes to the feature to flow downstream to different game modes.
- Documented, balanced, and taught other designers the loot table system for limited time game modes.
- Liaised with Art and Engineering to help develop systems aiding Level Design and Environment Art workflows.

2021-06 -  
2021-12

### Lead Level Designer

*Kibbi Keeper, 15 Person Team - 5 Months - Unreal Engine 4*

- Led two other designers throughout the project: reviewed their work, held design meetings on planned features, and helped to resolve any issues between our discipline and others
- Responsible for planning documentation and helped concept features like: puzzles, Kibbi elemental types, and world layout
- Worked with programmers to develop a flexible trigger system underpinning the game logic and Unreal sequences

2021-02 -  
2021-05

### Level Designer

*Snowpainters, 40 Person Team - 3 Months - Unreal Engine 4*

- Established a racing game master conveyance rules document for designers and artists to follow
- Led strike team of 4 other designers to prototype and pitch a concept track (North Pole level)
- Undertook initial design, implementation, and balancing for all of Track 2