

Contact

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Profile

As a Senior Level Designer who always puts the team and project first, I take on any challenge with a positive and determined attitude.

I have strong knowledge and experience creating and leading engaging, player-driven environments and designs that push player experiences in innovative directions.

I have several years of experience designing for Multiplayer and Single-Player/Co-Op experiences on large IPs with multiple studios collaborating at a AAA level, as well as smaller Indie teams, and on my own via personal projects, excelling at rapid prototyping mechanics and environments for First-Person and 3rd-Person shooters.

Alex Graner

Senior Level Designer

www.AlexGraner.com

Skills

- Level Design
 - ✓ Level Layout/Geometry
 - ✓ Mission/Narrative Designing
- Scripting: Blueprints, C#, UEFN Verse
- Engines: UE5 (Highguard), Radiant (CoD), LevelEd (Respawn), Unity, Source/Hammer
- Fortnite's Unreal Editor
 - ✓ Verse (scripting)
 - ✓ Terrain & geo building
 - ✓ AI encounter designs

Work Experience

Wildlight Entertainment – Highguard: Senior Level Designer (August 2024 – February 2026)

- Pitched & explored early designs for large maps & bases, aiding the development of core mode & game
- Helped create new IP's level designs & features, led design on shipping content alongside future maps

Probably Monsters - PVP Incubation Project: Senior 2 Level Designer (April 2024 – August 2024)

- Led Level Design exploration for competitive PvP shooter, melding unique locations & features

Ridgeline Games - Battlefield 6 Campaign: Level Designer (March 2023 – March 2024)

- Led development of New York (Vertical Slice) missions & helped form LD team's workflow

Respawn Entertainment - SP Incubation Project: Game/Level Designer (April 2022 – Feb 2023)

- Helped lead & prototyped new designs/systems for SP game set in the Apex Legends universe

Respawn Entertainment - Apex Legends: Level Designer (December 2018 – April 2022)

- Designed and owned map designs for Apex Legends from concept to ship, including Town Takeovers (TTs), Map Updates (MUs), and Arenas maps, working with various departments

Projects

“Apex Legends” – Level Designer

Designed 2 large BR MUs, pioneered & led TTs and Arena (3v3) map development, fully owning maps at all stages, working with all departments

- Managed maps from concept to ship, leading design on large BR maps, arena maps & POIs
- Rapidly blockedout and iterated maps
- Designed all maps for balanced PvP experiences & various character abilities

“Battlefield 6 Original Campaign” - Level/Mission Designer

Designed, blocked-out, and prototyped open world & linear missions for BF6's campaign

- Led development on New York (Vertical Slice) mission, building playable NY sandbox
- Rapidly prototyped and designed open world & linear geo, AI encounters, & scripted events for player-driven missions

“Highguard” – Level Designer

Designed various environments for POIs, Large Maps, and Bases, staying agile, to help explore and create Highguard's world & mode

- Led design on Summit (large map), two bases, and lots of unreleased content
- Rapidly blockedout/iterated geo & terrain
- Had full ownership of maps from start to finish, collaborating with all departments

Respawn's “Incubation SP Project” – Game/Mission Designer

Led designs on various missions, Player features, and AI enemies on Apex's SP project

- Rapidly designed/scripted various missions with unique gameplay features & set pieces
- Designed for 1st & 3rd-Person views, AI companions, and RPG systems/sandboxes
- Designed new Player Movement & enemies