# DEVON GRITTON
## WORLD & LEVEL DESIGNER

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Portfolio: Devongritton.com

## PERSONAL SUMMARY

I'm an **award-winning World & Level Designer** with **4 years** of experience and **6 shipped titles**, creating infinitely replayable, player-first levels for VR games using Unreal Engine 5 and Unity. My **specialization is in asymmetric level design**, with a **focus on encouraging emergent gameplay** and combat arenas. **I ran my own indie-dev company** to **self-publish 2 titles on Steam**, demonstrating my mastery of the Agile indie-dev pipeline and the ability to be self-directed while working as part of a team. I **enjoy exploring non-linear design** by creating FPS mods with strong landmarks and effective pacing. Drawing inspiration from architecture, literature, and film, I **strive to create immersive and memorable experiences.** In both indie and AAA, I've mentored teammates, led cross-disciplinary collaboration, and consistently raised the bar for design quality. **My passion** lies in crafting levels that **reward creativity, encourage experimentation, and empower players to make meaningful choices**. You can see examples of my work in my portfolio at: https://www.devongritton.com

## EXPERIENCE

### nDreams Near Light — Level Designer - 2
### Jul 2023 – Present | Full-time, On-Site

**Oh My Galaxy: May 2025 - Dec 2025 (Google Play Store / Galaxy XR)**

- **Team Management**, **leading** an **agile multi-disciplinary** team of **7** people, creating design documentation to outline key pipelines and workflows.
- **Creating level design pillars** and assisting the team in **planning the overall direction** and content plan of the game.
- **Working closely with the engineering and art teams** to create a robust and fit for purpose **level design toolkit** for designers to create levels.
- **Leading** the workflow of the design team and **creating an adjustable work review schedule**, **mentoring fellow designers**.
- **Designing core level mechanics** to be used by level designers to **facilitate emergent gameplay**.
- **Directing the pacing and difficulty curve** of all levels across the initial launch content.

**TopHat: Mar 2025 - Jul 2025 (Meta Horizon Worlds)**

- **Designing** and **iterating** on level variants from **pre-production to release**. **Integrating AI** into existing level variants.
- **Designing** and prototyping **gameplay mechanics** to **accommodate level flow and account for emergent gameplay**.
- **Analysing player feedback and heatmaps** to provide iteration targets for data driven level goals.
- **Managing cross-disciplinary task assignment** and milestone goals to meet precise client deadlines. Alongside creating publisher **GDDs for META**.

**Little Cities: Diorama Apr 2024 - Nov 2024 (Unity / Apple Vision Pro)**

- **Redesigning** the VR game Little Cities **controls and core functionality** to play intuitively on the Apple Vision Pro in Mixed Reality.
- Designing **visually pleasing and intuitive levels** for use within marketing assets and templates.
- Developed a **cross discipline Agile workflow** to better meet client requirements from **Apple**.
- Creating **design and technical documentation on Confluence** for features to map out the functionality and possibilities for future projects.
- **Organizing key milestone meetings** with **Apple** to go over feedback for the project and key action points.

**Frenzies Jul 2023 - Mar 2025 (Unreal Engine 5 / Meta Quest)**

- Oversaw the creation of **10 Multiplayer levels** from **concept to release** iterating on them throughout the development lifecycle with the use of **player feedback** obtained from **internal and external playtests**.
- Using **node diagrams, top down plans and moodboards** to **design non linear levels** that are enjoyable across various game modes, as well as levels tailored to specific game modes for a more customized experience.
- **Built the core level design guidelines** and **modular toolkits** used by designers to create **whitebox / greybox levels**.
- **Running scrum meetings** and brainstorm session for level concepts and iterations. **Mentoring fellow designers** in level design workflows.
- **Translating high-level direction into functional level design.**

### Crab Armour Games LLP — Lead Designer
### Sep 2021 – Jun 2023 | Full-time, Remote

**Eternal: Sep 2021 - Jun 2023 (Unity / Steam)**

- **Directed level design** workflow, **balancing encounter pacing**.
- **Organizing weekly Agile Scrum meetings** to set project tasks and plan out soft deadlines for features and mechanics.
- **Ran Internal and External playtests** to gather user feedback on levels.
- Designing high quality levels **from node concepts to release** with a strong emphasis on **environmental storytelling**.

## DESIGN SKILLS

Level Design, Game Design , Gameplay Design, Design Documentation, Navmesh and AI Design, Objective flow, World Terrain Tools, Systematic Design, Environmental Storytelling, Agile Workflows, Whiteboxing, Design Pipeline Creation, Tutorial Design and Player Onboarding, Top Down Plans, Node Based Designs, Pacing

## PROFESSIONAL SKILLS

Teamwork, Sprint Planning, Feature Handovers, Problem Solving, Team leadership, Communication, Organising Meetings and Managing Scrums, Managing Playtests

## TECHNICAL SKILLS

Unreal Engine 5, Unity, Blender, Miro, Jira, Figma, Confluence, Adobe CC, Steamworks, Github, Perforce, Fork, Horizon Worlds, Vision OS, Blueprints

## ACHIEVEMENTS & AWARDS

- Outreach Event assisting aspiring Games Graduates with Portfolio Reviews (2025)
- Outstanding TIGA Graduate of the Year – Designer (2023)
- Best Designer Award – University of Gloucestershire (2023)
- nDreams Star Award – Effective Communicator (2023)
- Featured on BBC Click for "FrenziesVR" development
- Portfolio featured by Into Games as Junior Level Design Example
- Self-Published Kill Crab and Eternal on Steam
- AWS Games & AI Summer School Scholarship (2022)
- Graduated with Triple Distinction star from West Suffolk College Games Design course (2019)

## HOBBIES

Modding, Dungeons and Dragons, Map Painting (Using Software such as Wonderdraft and Dungeondraft to paint fantasy Dungeons and Dragons maps)
Rock Climbing, Cooking , Gardening

## EDUCATION

### University of Gloucestershire: 2019 - 2023 | Computer Games Design (With Placement) BSC (Hons)

- Graduated with **First-Class Honours.**
- Completed an individual research project on **asymmetrical level design in FPS games**
- Undertook a self-directed placement, founding an indie company and **self-publishing Eternal** on Steam.
- **Self-published an additional title, KILL CRAB**, on Steam **during the final year of study.**