EVAN HILL - DESIGNER

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SUMMARY

My passion is using teamwork and game design to transform vision into gamepay. I'm constantly working to improve my skills as a designer. I thrive in places where I can push the medium forward.

TECHNICAL SKILLS

Engines: Unreal 5, Unity, Proprietary Engines

Languages: C++, Unreal Blueprints, C#, Lua, Scheme, Javascript

Other Software: Maya, Photoshop, Visual Studio, Confluence, Notion, Perforce, Jira, MS Office

DEVELOPMENT EXPERIENCE

Principal Designer

Magnopus : Nov 2023 - Present

Multiple Projects

Primary game designer on multiple Client-Based Game Projects

Collaborating with Major Musicians and Epic Games in Unreal 5

Senior Area Designer

Obsidian Entertainment: Feb 2022 - June 2023

The Outer Worlds 2

Level, Quest and Narrative design for major sections of the game

Quest, Gameplay and Dialog scripting in Unreal 5

Level Designer

Singularity 6: March 2021 - Jan 2022

Palia (Open-World Social-Sim MMO)

Principal Level Designer for all in-game zones, Unreal Engine

Contributed to core gameplay, systems, and narrative design

Level Designer

Naughty Dog: February 2018 - March 2020

The Last of Us: Part II

Level design, narrative design, tech design, and production for 4 major sections of the game.

Responsibilities included principal level design, narrative design, gameplay scripting, management of four 10+ person teams, pipeline development, and polish/bug fixing

Level Designer

Heart Machine: January 2017 - January 2018

> ***Solar Ash***
>
> *Level design, layout, prototyping, and scripting for a 3d 3rd person action game*
>
> *Dialog, Cutscene, and Quest Implementation*

Game Designer

InXile Entertainment: May 2015 - January 2017

> **Torment Tides of Numenera (2017)**
>
> *Encounter and quest design for a Sci-fi RPG where violence could always be avoided*
>
> *Narrative design and story editing; collaborated with multiple award-winning writers*
>
> ***Mage's Tale VR (2017)***
>
> *Prototype construction and pitch support for a VR Dungeon Crawler*

SPEAKING & MENTORING EXPERIENCE

Four Time GDC Speaker

Game Developers Conference: March 2022 - Present

> *[Interactive Pacing from the Museum Flashback in 'The Last of Us Part II'](#)*
>
> *[Designing the Museum Flashback: 'The Last of Us Part II'](#)*
>
> *[Player as Performer: Setting the Stage for Your Audience](#)*
>
> *[The Best and Most 'Stealable' Mechanics from Tabletop RPGs](#)*

Level Design Professor

Gnomon: School of VFX, Games, and Animation: July 2018 - January 2019

Guest Lecturer & Master's Thesis Advisor

USC, UCLA, Gnomon, SCiArc: July 2018 - Present

Guest Writer

Extra Credits: June 2017 - Jan 2020

Episode: [Achieving Vicarity](#) & [How Games Speak](#)

EDUCATION

Art Institute of California: BS in Game Art and Design