

Trevor Swafford

Level Designer

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Skills

- Level Design: Blockouts, Pathing, Pacing, Environmental Storytelling, and Level Design Documents.
- Content Design: Random Encounters, Quests, Events, Combat Encounters, NPCs, and Set pieces.
- Gameplay Scripting: Visual and text scripting to build content and systems.
- Unreal Engine 4 & 5: Worked with the editor since 2015 and shipped 3 commercial projects.
- General Game Dev: Experience creating indie, hobbyist, and AAA games results in a wide range of knowledge of various aspects of game dev (gameplay systems, UI, programming, environment art)

Experience

Area Designer, Obsidian Entertainment, March 2020 - Present

- Owned 3 areas for expansion, **The Outer Worlds: Murder on Eridanos**, from start to ship. Created design documents, level layouts, quests, and gameplay scripting for content.
- Developing areas for **The Outer Worlds 2**. Contributing to game features and level design pipelines in pre-production.

Level Designer, Bethesda Game Studios, March 2018 - March 2020

- Created and iterated level layouts, events, world building, and propping for dungeons, locations, and points of interest for **Fallout 76** and it's first two expansions, **Wild Appalachia** and **Wastelanders**.
- Collaborated on multiple base-game PvE event revisions to make them more engaging, resulting in higher event participation.
- Prototyped Daily-Ops game-mode, a daily instanced dungeon with randomized parameters.
- Scripted set-pieces, combat, traps, quests, and other gameplay content.
- Designed and populated the open world with combat encounters, random encounters, and other points of interest.

Assistant Producer, EA Tiburon, June 2017 - March 2018

- Designed and implemented content for **NBA Live 18's** Ultimate Team Game Mode from concept to ship.
- Collaborated with designers, artists, embedded QA, and other producers on a daily cadence.
- Oversaw production, design, and development of live content that released daily.

Independent Developer and Student, August 2015 - May 2017

- Created **Red Scare**, a multi-location Fallout 4 quest mod, that's achieved 50,000 + downloads.
- Shipped 3 commercial titles, **Emmerholt**, **Tacopocalypse**, and **Space Dreams** with local startups.
- Graduated from University of Central Florida, BA Digital Media - Game Design in 2017.