



# JOSHUA ELLIS – LEVEL DESIGNER

UE5 | Open-world Design | Modular Workflows

## ABOUT

My technical background has shaped the structured mindset I bring to design, and I continuously advocate for better processes across departments. It is a great pleasure to support my colleagues through maintenance of level design metrics, blockout kits, asset gyms, and internal gameplay demos. I've even authored several modular whitebox kits, used by the environment art team in the final game.

At Gunzilla Games, I strive to create engaging, clean, and innovative layouts for our leading Battle Royale 'Off the Grid'. Building levels for OTG is a rare mix of challenge and payoff, thanks to its blend of extreme verticality and fast movement.



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YouTube:  
[@joshuaellis3725](#)



Portfolio:  
<https://arkodegames.com>

## EXPERIENCE

GUNZILLA GAMES – Junior/Intermediate Level Designer Feb 2023 – May 2025

- Shipped five locations and designed four more for third-person battle royale.
- Oversaw blockout kits, metrics, and production improvements.
- Developed live-service content pre- and post-launch.
- Produced modular whiteboxes for outsource and internal art teams.
- Helped onboarded several colleagues.

ARMA 3 PLAYGROUP – Volunteer Level & Mission Designer May 2022 – Feb 2023

- Crafted 25+ weeks' worth of custom multiplayer mission scenarios.
- Coordinated and game-mastered for an average of 20 concurrent players.
- Designed encounters using AI, scripted events, and sound/music cues.

IMG TECH – Documentation & Deployment Engineer Jul 2021 – May 2022

Miscellaneous jobs, university mentorship roles, and reference info available upon request.

## QUALIFICATIONS

SHEFFIELD HALLAM UNIVERSITY (2017 – 2021)

- BSc. Computer Science for Games (1<sup>st</sup>)

BRIGHTON HOVE & SUSSEX SIXTH FORM COLLEGE (2014 – 2016)

- Information & Communications Technology (C)
- Computing (D)
- Information Technology (Distinction)

GCSEs (8 A\*–C): Computing (A\*), Mathematics (B), Science (A), and English (B)

## SOFTWARE SKILLS

### ENGINE TOOLS

Primary **UE5**, but have dabbled in **UE4**, **Unity**, **Hammer**, **Enfusion Engine**, and more.

### DESIGN

**Blender**, **Miro**, **OBS**, **Gaea** and **PureRef**.

### PRODUCTION

Currently use **Jira**, **Perforce**, **UnrealGameSync**, and **Confluence**, but have used **Git**, **GitHub**, **Trello**, and various **UML** builders.

### SCRIPTING

Bespoke asset tools built in **Blueprints** / **DataTables**.

### PROGRAMMING

Voxel engine/editor and pathfinding built in **C++**.

Smaller projects used **x86 Assembly**, **DirectX 11/12**, **network sockets**, and **multithreading**.