

Joshua Ellis

Level Designer

UE5 · OPEN-WORLD DESIGN · MODULAR WORKFLOWS

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PROFILE

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, blackout kits, asset gyms, and internal gameplay demos. I have authored several **modular whitebox kits** used by the environment art team in a shipped game.

At Gunzilla Games I built engaging, clean, and innovative layouts for the battle royale **Off the Grid**. Building levels for OTG was a rare mix of challenge and payoff, thanks to its blend of extreme verticality and fast movement.

EXPERIENCE

Gunzilla Games Feb 2023 – May 2025

Junior / Intermediate Level Designer

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

Arma 3 Playgroup May 2022 – Feb 2023

Volunteer Level & Mission Designer

- 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 Jul 2021 – May 2022

Documentation & Deployment Engineer

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

QUALIFICATIONS

Sheffield Hallam University 2017 – 2021

BSc. Computer Science for Games — First Class

Brighton, Hove & Sussex Sixth Form College 2014 – 2016

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

GCSEs 8 A*–C

Computing (A*), Science (A), Mathematics (B), 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.